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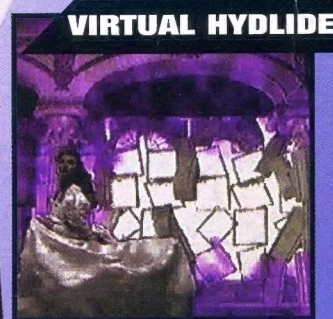
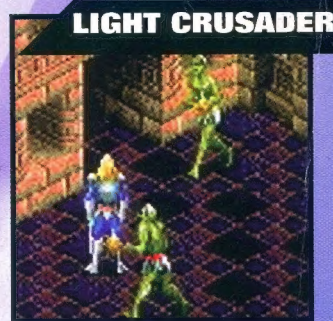
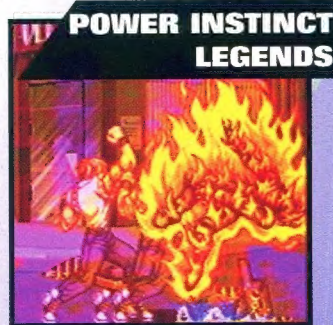
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monkey? It **ain't pretty.**)

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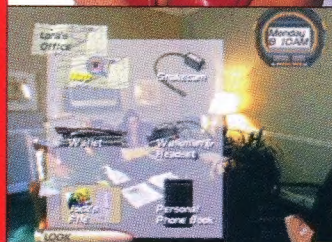
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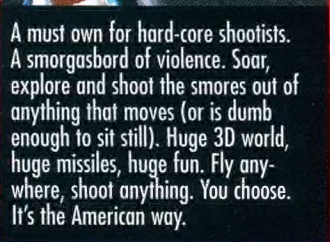
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Tracy Scoggins (*Dynasty*, *Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.



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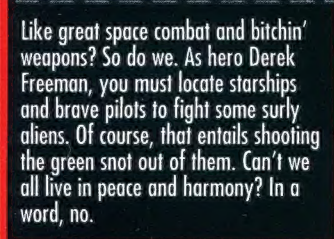
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NIX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY



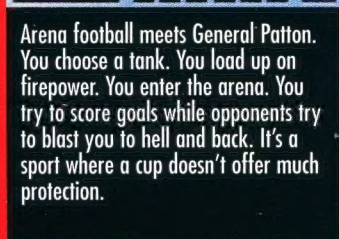
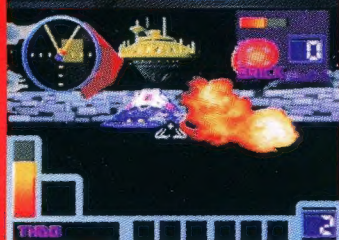
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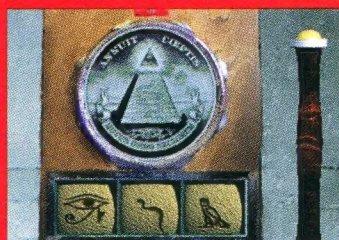
Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



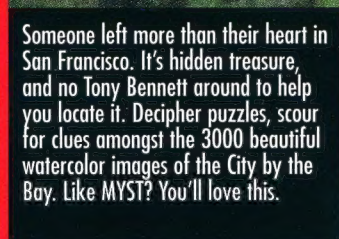
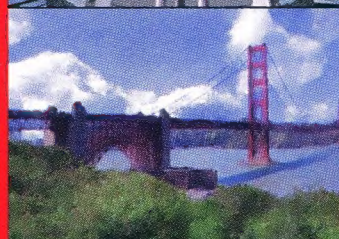
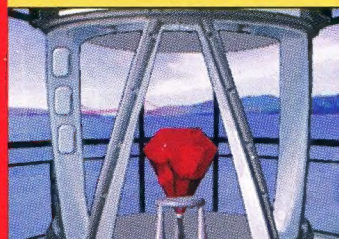
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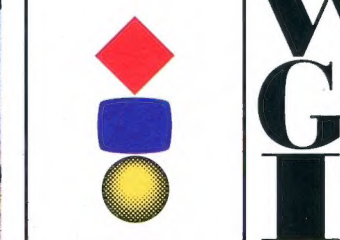
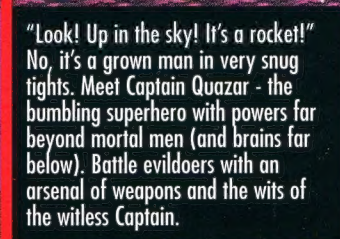


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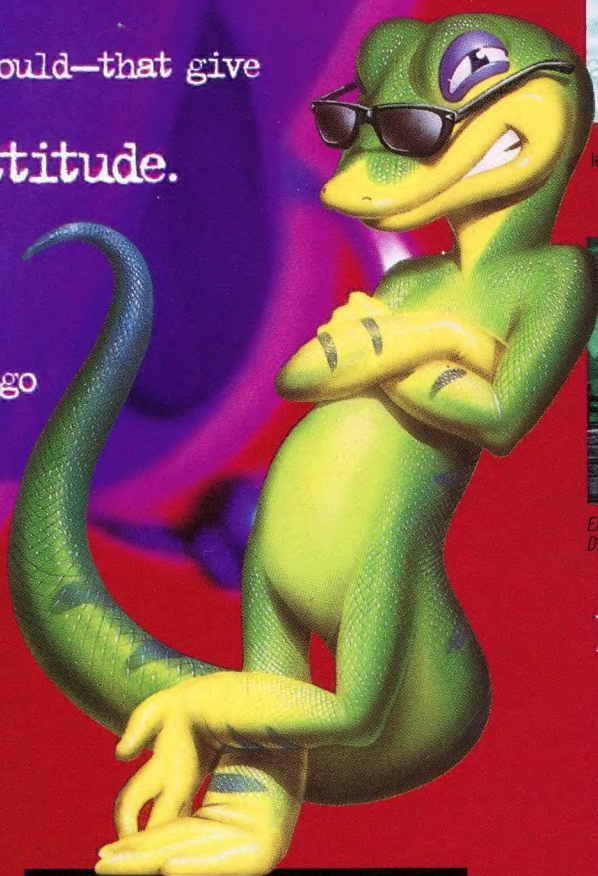
So forget about

good taste. And go

with the skanky

bug du jour

instead.



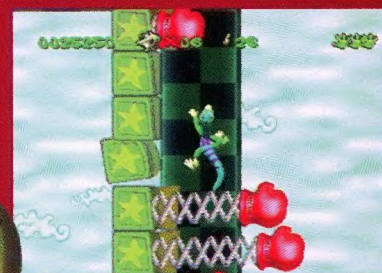
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TIPS & TRICKS BEHIND THE SCENES



As Editor-in-Chief and the source from which all editorial vision flows, **Chris Bieniek** is El Primero Daddy-O around here. *TIPS & TRICKS* would grind to a halt if we didn't have the brain of "Crispy" at our disposal. He's large and in charge, free with his Pepsi and actually listens to video-game soundtracks in his car.



Executive Editor **Betty Hallock** is a Libra and likes it that way; she thinks it somehow affiliates her with Lee Harvey Oswald in the whole cosmic scheme of things. Lately, she's been playing a lot of *Super Buster Brothers* and *Yoshi's Island*, as well as a little bit of *Virtua Fighter*. She sort of wishes she smoked so she could join her colleagues during cigarette breaks.



The game-playing style of **Nikos Constant** has been deeply influenced by his penchant for conga music. He recommends a bit of Willie Bobo while playing *Ridge Racer*. Knowing he had recently discovered the virtues of the Virtual Boy, we asked him if he found the Virtual Boy either clumsy or awkward. "Naah," he replied, "I'm a flexible guy."



Ron Dulin's favorite food is crème brûlée and one day he hopes to reside in Paris where he first sampled this tasty treat. His RPG acumen doesn't prevent him from getting out of the house every once in a while in order to shake his booty. He's especially fond of merengue, Pakistani pop and progressive house.



Though he's a bit on the callow side, **Tyrone Rodriguez** usually gets the job done. He's been playing games ever since he's outgrown his Pampers and plays them religiously. *Power Instinct Legends*, *VF2* and *Super SFII Turbo* rank very high on his list. On any given Saturday night, he can most certainly be found at Golfland in Stanton, hogging one of the *Street Fighter Alpha* machines.

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Find a cool cheat, code or combo that hasn't been printed anywhere else? Got a tip-related question about your favorite game? Send your letters to:

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We can't respond to every letter we receive, but we do read them all and we enjoy hearing from you.

A HOT 16-BIT TIP

You say you want us to send in our tips. Well, here's the best tip I know: Get out to the game store in your local shopping mall. The prices of SNES and Genesis games are dropping like flies! Yesterday I picked up three great Genesis games (*Mickey Mouse: Castle of Illusion*, *Ghouls & Ghosts* and *Revenge of Shinobi*) for a total of \$55, which is less than I would have paid for a brand-new cartridge. 16-bit may be on the way out, but there are tons of good, cheap games available right now. That's all that matters to a video-game junkie like me.

—Frankie Martin
New York, NY

And with all of these people trading in their used games to get a break on the price of a PlayStation, you can bet that there will be tons

more out there by the time you read these words. The most surprising thing about the discount bins we've been seeing at local game stores is that there are almost always a few excellent games mixed in with the Make My Video Sega CDs and copies of Beethoven. Whenever we see gems like *Legend of the Mystical Ninja* or *The Lawnmower Man* for the Super NES, we're tempted to pick 'em up—even though we already own copies—because the prices can't be beat!

MEMORY CARD MAYHEM

I've owned a Japanese PlayStation and a copy of *Ridge Racer* ever since it came out. By the time the U.S. version was released, I had already beaten the pants off that game. I beat the black car and everything, and I have the memory card to prove it. Here's the problem: My friend Tommy bought the American version of *Ridge Racer*, and he wanted to copy the saved game from my memory card so he could have the black car. It copies just fine, but when he loads up the game, it won't read the save data from the card. Can you help me out?

—Rob Polidoro
Dover, DE



Sorry, Rob, but the reason why the U.S. game won't recognize your Japanese memory-card save is the same reason why the U.S. machine won't recognize your Japanese disc: Sony—like almost all other video-game hardware manufacturers—doesn't want any crossover between the hardware and software from different countries. Look at the names of the save files at the memory card

menu: A U.S. *Ridge Racer* saved game is called "Ridge Racer Time Table" in the card memory, but the Japanese saved game spells "Time Table" in Katakana characters. When the U.S. *Ridge Racer* looks at the card to find a saved game, it's looking for a save file with the exact spelling of "Ridge Racer Time Table". Your saved game has a different name, so the machine thinks it's for a totally different game.



HAPPI-NES

I was very happy to see the collection of classic NES tips in your most recent issue. I know there aren't any new NES games coming out, but there are a lot of old games that I could use help with. Could you tell me if this will be a regular feature in future issues?

—"Skinner" Musso
Hampton, CT

Our tip collection has definitely evolved over the course of the last year as we grew from a quarterly magazine to monthly status. A "dead" system like the NES won't be included in every issue, but we are constantly gathering new and old tips for all game systems and we expect to pack a few pages with NES cheats approximately twice per year. That goes for systems like the Lynx and TurboGrafx-16/Duo, too...you never know when somebody is going to be tearing their hair out, trying to find the "invisible car" cheat for *BattleWheels* or the code to access the debug menu in *Cosmic Fantasy 2*. And hey, if anybody is interested in Sega Master System tips, just ask. We'll gather 'em right up.



The flying is so realistic,
it'll actually create

a sonic
boom.

boom.
(In your shorts.)





PlayStation



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK, the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation™ and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag

SONY



not included.) Your mission, should you choose to accept it, is to battle the madman Kreeel through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.



Genesis Strategy Guide

by Ron Dulin

PART ONE



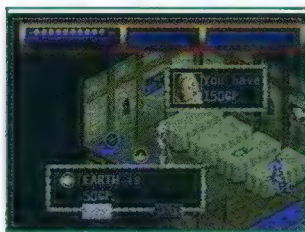
This exclusive strategy guide is not meant to be a complete walk-through. Instead, it will give you some tips on getting through some of the more difficult areas of *Light Crusader*, as well as pointing out the locations of important objects and giving you a general sense of the order in which you should proceed. The rooms which seem self-explanatory or obvious—as well as those with similar solutions to rooms already discussed—have been left out in order to keep this guide as concise

as possible. Explore each level thoroughly on your own so you will be familiar with the locations of the rooms shown, and fight all of the monsters you encounter—they will give you important items such as food, potions and elements. Also make sure you have a consistent supply of magic; if you run low on any of the elements—especially those that make up the shield spell—return to town via the teleportation pads and replenish your supply.

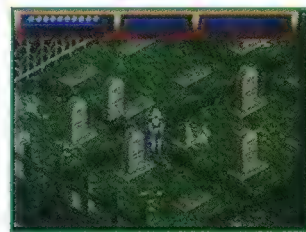
THE CASTLE



In the empty bedroom in the left wing you will find a red potion. In the right wing you will find a pendant hidden in a chest behind the trees.

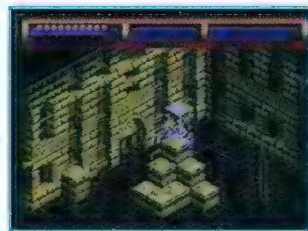


Before you head underground, buy one of each element.

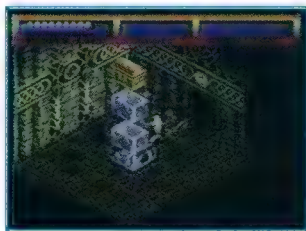


Find the gravestone in the third row, second from the left and push it to the left. It will open the underground passage.

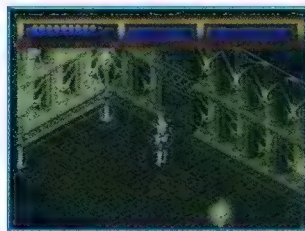
Level B 1



Push the gem altar until it is aligned with the closed door. Change the direction of the beam by hitting the gem. When the beam touches the door, it will open.



Break the ice blocks with your sword to get Key 1.



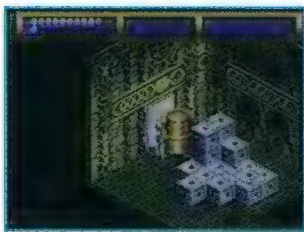
When you walk into this room, a voice will say "answer the riddle." Hit each of the lamps to reveal a secret door filled with items.



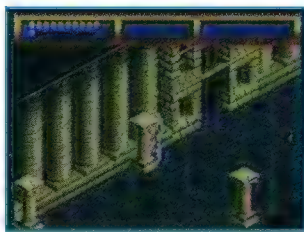
Concentrate on attacking the eyeball which appears randomly in the holes. The monsters it unleashes are a good source of the fire element and food, and the fire spell (choose the fire element from the magic menu) is a very effective weapon against the eye. Defeating this creature will give you access to Key 2.



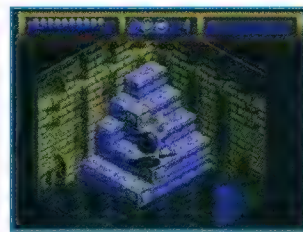
Use the Turn Undead spell (air, earth, water) to defeat these skeletons, then kill the sorcerer to open the door.



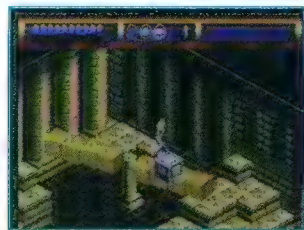
Push the powder keg next to the door, then hit the keg with your sword to blow the door open.



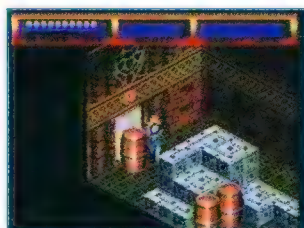
When the wind dies down, walk forward and brace yourself against the pillars. Wait for the wind to subside again, then move to the next pillar, slowly making your way to the doorway at the end. Also note the doorway in the middle leads to a "Save" location.



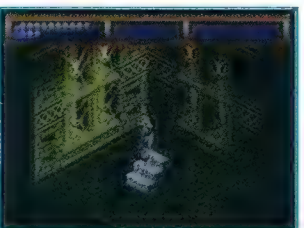
Move the blocks to the positions shown. You must move the lowest block first in order to push the middle block to its location. Then push the bomb down to the door and hit it.



Push the revolving "T" until one end is directly below the block. Push the block onto the T, then push the T counter-clockwise until the block is above the touchplate. Push the block onto the touchplate to open the door.



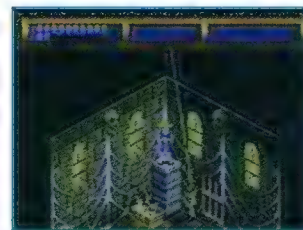
Move the two powder kegs on the floor against the platform as shown. Push the keg on the platform onto these, then push it over the platform and against the door. You will find the Rapier beyond this door.



With the talisman in your inventory, you can access the stairs to level B2.



(Note that the hallway leading to this room has a secret door which is accessed by hitting each of the lamps). Defeating the dragon is relatively simple, but you may be deceived because you will have to hit it a few times before it will begin showing any damage. (This is common to all of the bosses in *Light Crusader*.) Cast the shield spell (fire, earth, water) to protect yourself, and use the raised platform to attack when the dragon is hovering.



Use the chest to jump on the back pedestal, then cut the rope holding the dangling prisoner. This will give you access a teleportation room, where you can return to the castle and talk to the king to receive a talisman.

Level B2



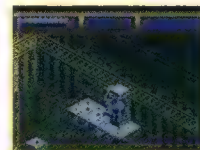
Your goal on B2 is to find the four colored orbs. You will first have to find the old man who will give you a gold key which opens the four locked gates on this level.

YELLOW ORB



Find Scroll 1 next to this skeleton.

Push the gem altar onto the elevator to the right. Flip the switch in the lower left corner. Jump on the central elevator when it is lowered and wait until the beam hits the switch which raises it. Jump down, and hit the switch while you are falling to open the door.



Push the bomb onto the elevator to the left, then light the fuse with your sword. Stand on the touchplate, and wait until just before the bomb explodes to jump on the elevator next to you, which will raise you to the chest which contains the music box.

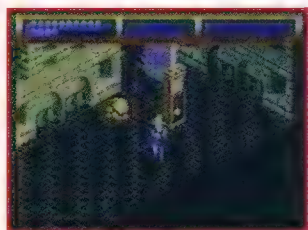


Push the bomb on the floor to the right touchplate. Push the raised bomb to the left touchplate. Light the bomb on the right, then the bomb on the left. Quickly jump on the right elevator, and when the first bomb explodes, jump to the second. Now get the Gauntlets from the chest.



Arrange the statues in this order to break the seal guarding the yellow orb: (from left to right) Crescent, Dark, Light (the statue holding the star is unnecessary).

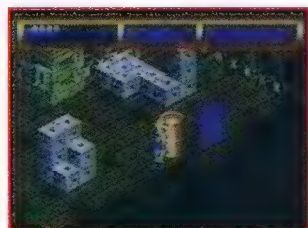
Red Orb



Immediately upon entering this room, strike the clock to stop the bomb. Move the bomb in front of the door, then strike the clock again.

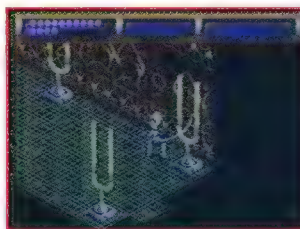


Move one of the blocks next to the gem altar. Push the altar onto the block, then push the altar onto the elevator. Flip the switch, then jump on the moving platform. Jump to the elevator, then push the gem altar onto the moving platform. Push the altar off the moving platform, then align the beam with the closed door. This will give you access to Scroll 5 and the Thunder Sword.



Move the upper Keg onto the elevator, then walk right and flip the switch. Jump up to the elevator, and push the keg onto the moving platform. Push the keg off the platform at the opposite side of the

room, after it has passed over the fire traps. Move the keg to the door and activate it.



Use the music box and memorize the melody, then play it by hitting the tuning forks to break the seal. Here is the order: (with the back wall considered "up" and the entry door "right") Lower right, lower left, upper right, upper left, lower right.

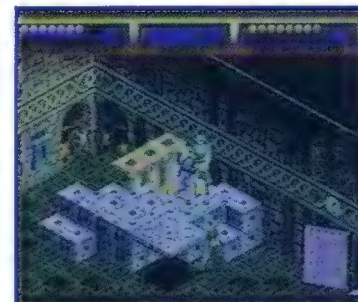
Blue Orb



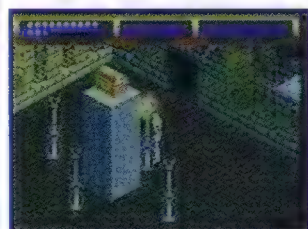
Aim the beam at the leftmost gargoyle to open a secret door.



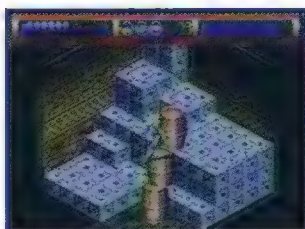
Here you'll find Scroll 2.



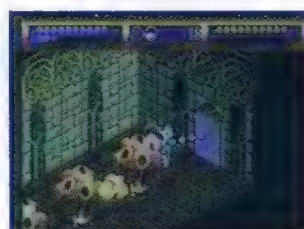
Lead one of the goblins onto the elevator, then flip the switch. Force the goblin onto the touchplate to open the door.



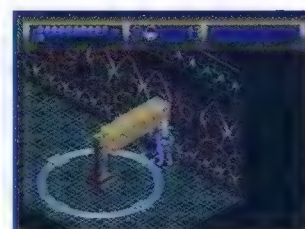
Turn the lamps on and off to control the direction of the moving platform. Use the platform to knock the chest off the pedestal.



Slightly push each of the kegs to form a makeshift staircase. Jump from the top keg to reach Scroll 3.



Defeating these monsters will give you Scroll 4 and access to the Blue Orb room.



To break the seal, move the compass to the cardinal directions in this order: N-E-W-S.



WEB OF CONFUSION!



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THE VERDICT IS NO MERCY!



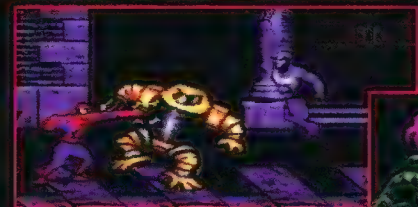
NO SYMPATHY FOR THE SYMBIOTE!

PARTING IS SUCH SWEET SORROW.

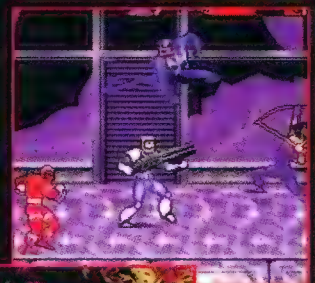


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Green Orb

Level B3



you how to break the seal on the Blue Orb.

Fight the two headed monster using the thunder sword and the shield spell as protection. The meteor spell (earth, fire) is also very effective. The released prisoner will tell



break the seal on the green orb.

Jump on the touchplates in the order prescribed in the scrolls: R-Y-G-B. This will



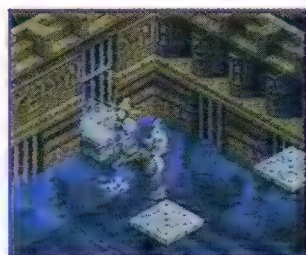
Once you have all four orbs, you will be cast down into the pit of the demon Ramiah. The strategy used against the other boss characters is equally effective here.



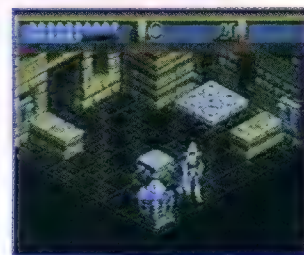
This is just like the old game, Simon: simply hit the urns in the order they light up.



Immediately upon entering this room, strike the clock. Push the bomb with the shortest fuse (closest to the clock) onto the touchplate. Hit the clock again to lower the elevator, then hit it again to stop the bombs. Move the bomb with the longest fuse onto the elevator and the middle bomb into the upper left corner (or anywhere away from the clock). Hit the clock to activate the bombs, then jump onto the elevator. Quickly push the bomb off the ledge and over to the door.



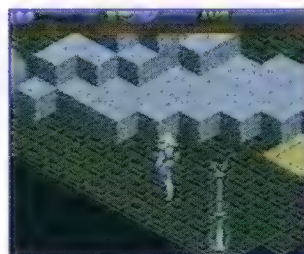
This sorcerer is incredibly easy to kill. Just stay in the water and jump up, hitting him with your sword repeatedly. You should take insignificant damage, if any at all.



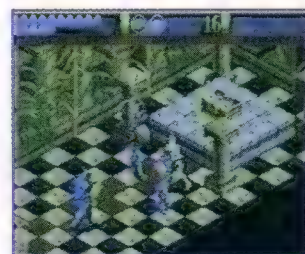
Move the gem altar into the lower right corner. Put one bomb on either side of it. Light the left bomb, then the right and jump onto the elevator. Take the costume from the chest and use it (this costume will allow you to walk unhindered among goblins, many of whom will now open locked doors for you).



Roll the rock until it is directly over the elevator, then roll it off the platform. Push the powder keg onto the elevator. Stand near the touchplate in the lower right corner and roll the rock toward the elevator. Quickly step on the touchplate to raise the elevator. The rock will roll under it and prevent it from lowering. Now move the keg near the door to blow it open.



The lights control the direction of the wind. Use the wind to guide the small rock onto the touchplate in the lower right corner, opening the door.

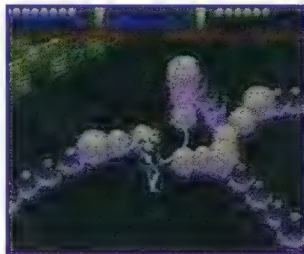


After you take the Lightning Sword from the chest, you will have to fight these statues. One of them will give you a bronze armor when defeated.

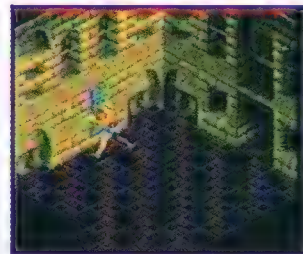
Level B3 cont.



Power Gloves can be found in a chest hidden behind these four blocks.



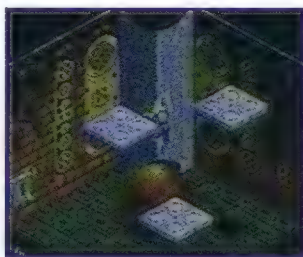
This guy is incredibly tough to kill, and you'll have to hit him dozens of times before he takes any damage. Don't even think about it unless you have the Power Gloves and the Lightning Sword. Stand between his two front legs and whack his head repeatedly, using the shield spell for protection. Defeating him will grant you access to the Tap Handle.



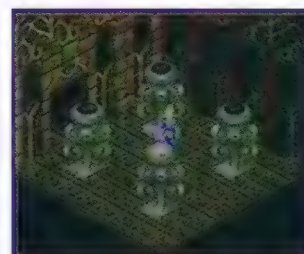
Using the Tap Handle near the holes in these rooms will flood their adjacent halls, giving you access to elevated doorways.



Move the lower keg under the elevator, preventing it from sinking. Push the upper keg onto the elevator and over to the door.



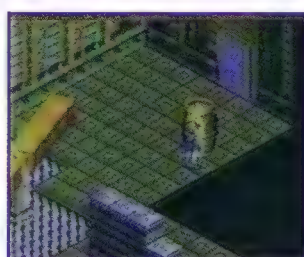
This room requires a good deal of timing. Flip the switch, then quickly jump onto the lowest platform. When the first rock falls, jump onto it, then onto the second platform. Quickly jump to the second rock and onto the third platform, and from there onto the third rock and up to the chest, where you'll find Key 3.



From the second Tap Room, you can access this Urn Room. Completing a longer game of Simon will earn you the Chain Mail, which is relatively useless if you already have the Bronze Armor.



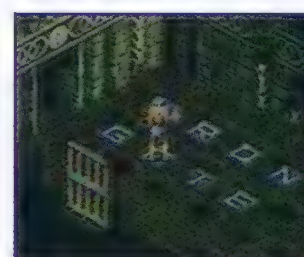
Key 3 will give you access to this room, where this hungry fellow will give you a Stone Tablet.



Push the Keg onto the revolving T. Jump onto the T and push the barrel off and over to the door. Through this door, you will eventually find a tele-transportation pad. Use this to return to the castle.



Go to the castle and find the princess in the left wing. Show her the tablet, and remember the name she mentions. Return to level B3.



Spell the name from the tablet (G-A-R-R-I-O-T-T) by stepping on the tiles which spell IRON GATE. This opens the gate, giving you access to level B4.

Look for the January issue of *TIPS & TRICKS* to find the complete solution to the rest of *Light Crusader*.

"TO SURVIVE IN THE
ZONE YOU BETTER



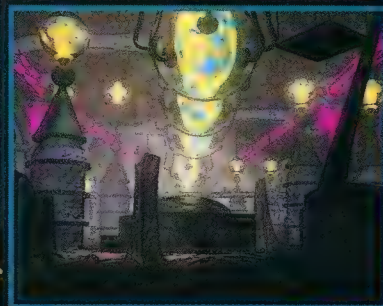
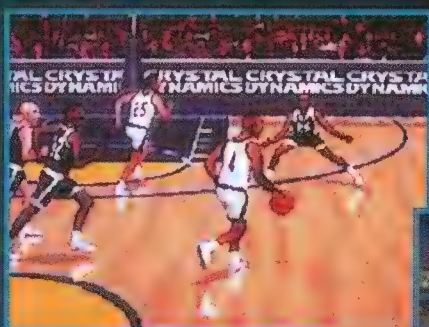
BE REAL GOOD
OR REAL LUCKY."

A REAL Experience From The REAL 3DO Zone™, Jimmy "Whadda-Bout", CA



GEX™

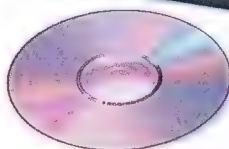
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POWER INSTINCT LEGENDS

Killer Kombos
by **Tyrone Rodriguez**

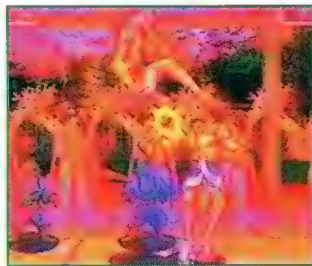


Right off the bat, I'd have to say that *Power Instinct Legends* is noticeably better than its predecessor, *Power Instinct 2*; the graphics and animation definitely show improvement. The games in the *Power Instinct* series continue to rank among my favorites in the fighting game genre, and you'll definitely dig the wacky gags and surreal secret moves of this most recent installment.

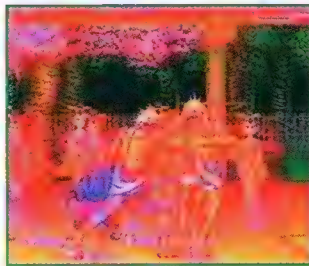
Since the characters' moves are printed in a sticker right on the cabinet, we'll focus on combos, just like we did with *Power Instinct 2* a few issues ago. U.S. distribution of *Power Instinct Legends* has been very limited, so if you're having trouble finding this game in your area, ask your friendly neighborhood arcade operator if he or she can get one for you to dump your tokens into.



KANJI



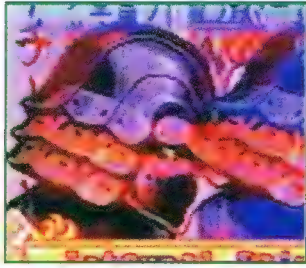
1.) Start with
a jumping
Strong Kick



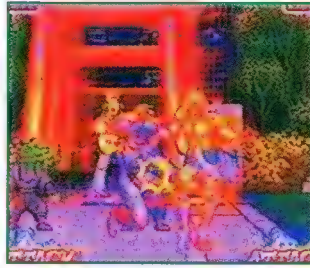
2.) Deliver a
standing
Weak Punch



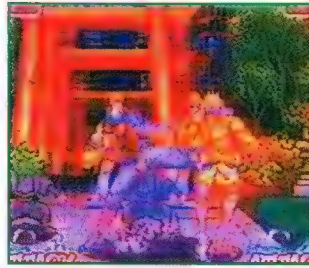
3.) Finish with
a low
Strong Punch



SAIZO



1.) Do the Shadows
(← → ← + Weak Kick
+ Strong Punch)



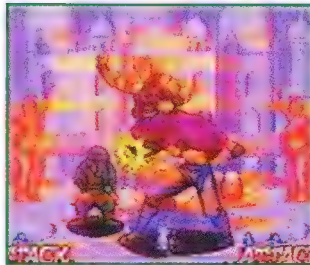
2.) A jumping Strong
Punch and a stand-
ing Weak Kick



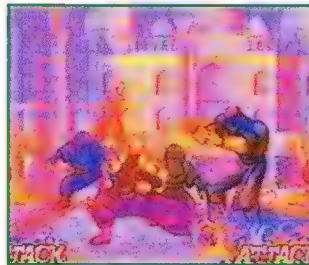
3.) Then a Blue Flame
Slicer (← ↙ ↓ ↘ → +
Strong Kick)



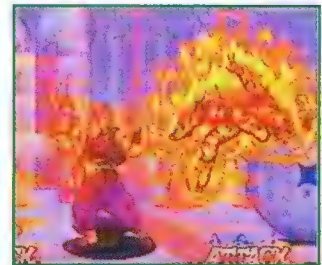
RYUTO



1.) Jump in with
a Strong Kick
and charge ←



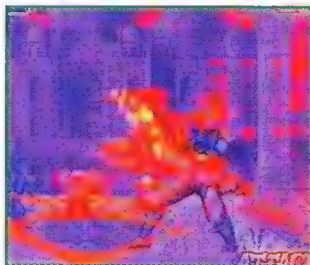
2.) Duck and hit
with a low
Weak Kick, then...



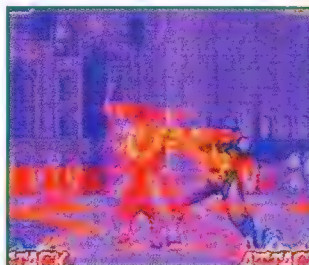
3.) A Fist of Flames
(→ + Strong Punch
after charging ←)



REIJI



1.) Jump in with a
Strong Kick



2.) Do one
standing
Weak Punch



3.) End it with his
Elbow Slam
(↓ ↙ ← + Weak Punch)



KEITH

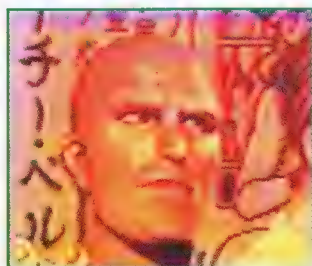


1.) Up close, do
one Weak Punch

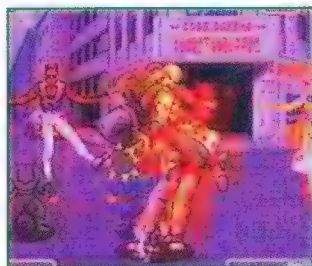


2.) Now get 'em with the Multi-Punch
(← ↙ ↓ ↘ → + Strong Punch)





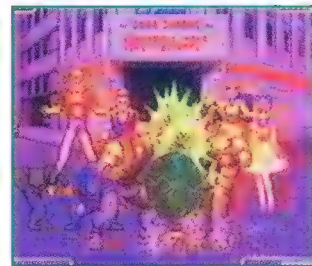
NEN



1.) Jump in with a deep Strong Kick



2.) Do one standing Weak Punch



3.) Into the Thunder Fist (← → ← + Strong Punch)



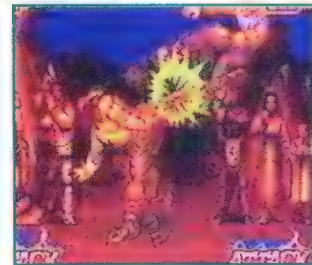
BUFFALO



1.) Jump in with a deep Weak Kick



2.) Do one standing Weak Punch



3.) Now Buffalo's Juggle Kick (← ↓ ↙ + Strong Kick)



OSHIMA



1.) Start off with an extra deep Strong Kick



2.) Do one standing Weak Punch



3.) Then a Dragon Wall (→ ↘ ↓ ↙ ← + Strong Punch)



OUME



1.) Jump in with a high Strong Kick



2.) Hit 'em with one standing Weak Punch



3.) Then a Face Cannon (↓ ↙ ← + Strong Punch)

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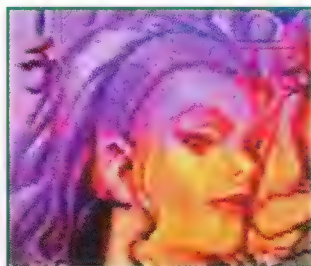
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ANGELA



1.) Jump in with a deep **Weak Kick**



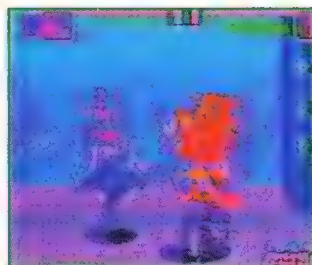
2.) Do two standing or ducking **Weak Punches**



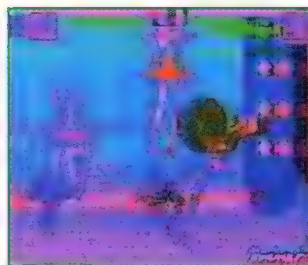
3.) Then one low sliding **Strong Kick**



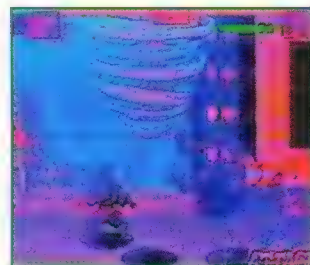
KURARA



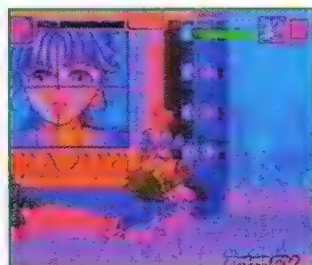
1.) Jump with a high **Strong Kick**



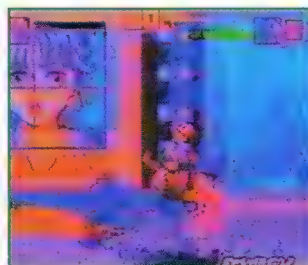
2.) Then a **Dream Turn Attack**
(↓ ↙ ← + **Strong Kick**)



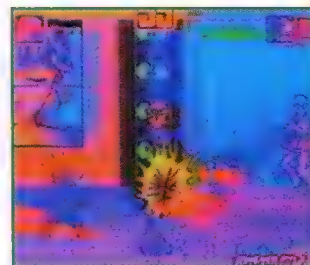
SUPER KURARA



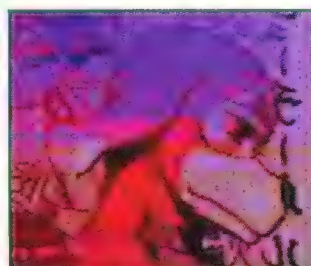
1.) Jump in with a deep **Strong Kick**



2.) Execute one standing **Weak Punch**

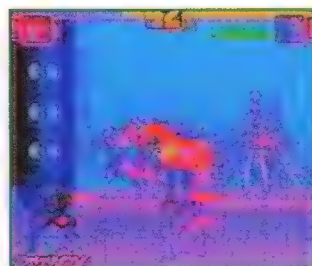


3.) Then her **Fairy Spin Attack** (← ↙ ↓ ↘ → + **Weak Kick**)

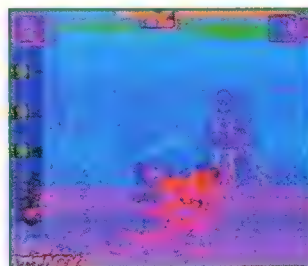


DOGMAN

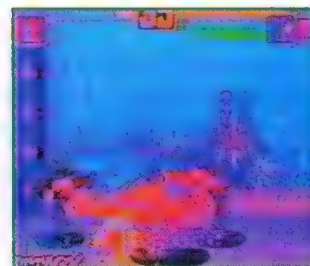
With Endurance Meter in Attack mode:



1.) Jump in with a deep **Weak Punch**



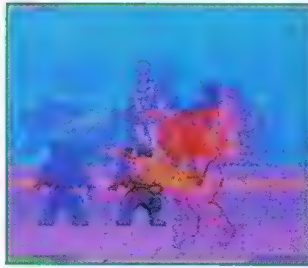
2.) Do one standing **Weak Punch**



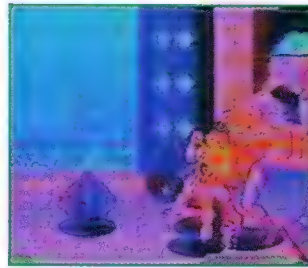
3.) Into the **Flasher Attack** (↓ ↘ → + both **Punch**)



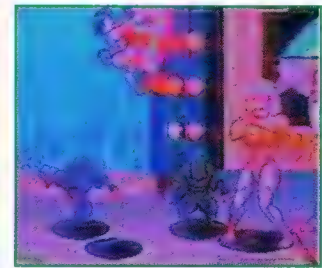
KINTA



1.) Jump with a Weak Kick and charge ↓



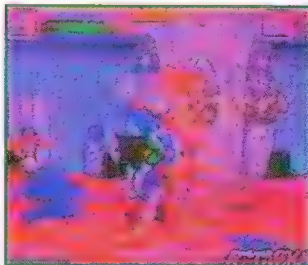
2.) Do one ducking Strong Punch, then press...



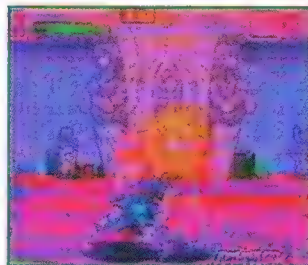
3.) Up + Strong Punch for a Giantkou Attack



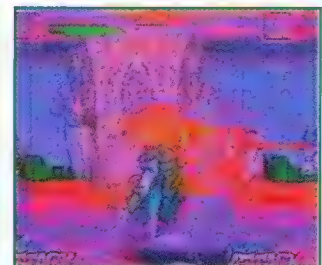
ANNIE



1.) Charge a Photon Schneider (→ ↘ ↓ ↙ ← + both Punch)



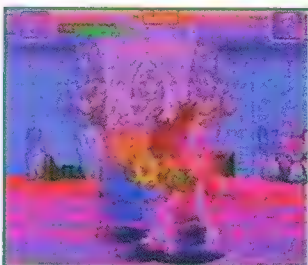
2.) Jump in with a high Strong Punch, then a standing Strong Punch



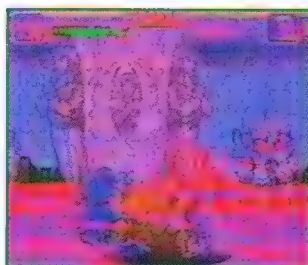
3.) Then a Rainbow Slice (→ ↓ ↘ + Strong Punch)



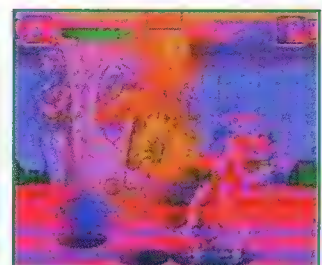
OTANE



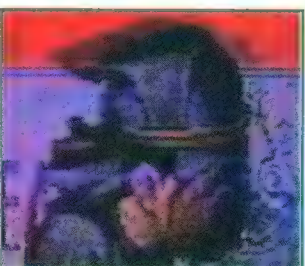
1.) First, a high jumping Strong Kick and charge ↓



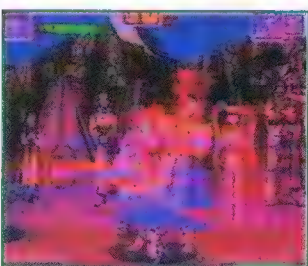
2.) Get one low Weak Kick



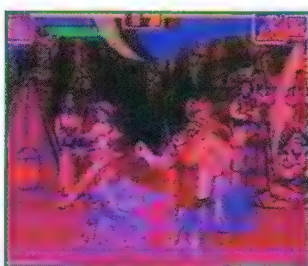
3.) Go into Otane's Flying Face Attack (↑ + Fierce Punch)



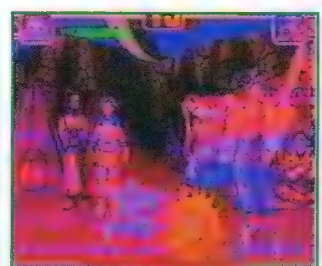
NINJA BOY



1.) Jump in with a deep Strong Kick



2.) Do one ducking Weak Punch



3.) Then a Fan Flower (→ ↓ ↘ + Strong Punch)

I played tennis with a toad. I was set adrift in the



Virtual Boy
presents
more games from

the Third Dimension. Stick your
head in Virtual Boy
and you won't be
the same when you
pull it out. The



action comes at you from
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See things you've never
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Telaroboxer™, Galactic Pinball™,
Wario Land™, and included with every
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And more titles to come.



Jump into the Third Dimension
and see what it feels like
to be inside the game.



AOL keyword: NOA
www.nintendo.com

System includes Mario's Tennis. Other games sold separately. Batteries not included. © 1995 Nintendo of America Inc.™ and © are trademarks of Nintendo of America Inc. Red Alarm™™ and © 1995 T&E Soft Inc. Licensed to Nintendo.

cosmos. I flew into the mouth of a beast. It
was just
another
day
in the
third dimension.



PLAY IT
YOUR
WAY

Virtual Boy™

A 3-D game for a 3-D world.

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EITHER WAY... YOU'

Features

- Tune-up your car for maximum performance by adding a turbo charger, racing suspension, VR rated tires and much more!
- Blast across three grueling mountain courses in whichever direction you prefer!
- Unique split-screen feature merges when racing action gets up close and personal!
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Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

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For players aged 6 and over, we guarantee that this product meets the highest quality standards of SEGA.

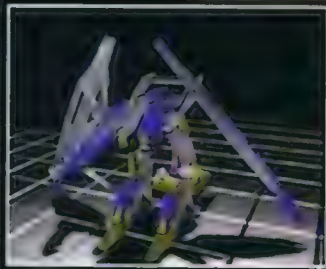
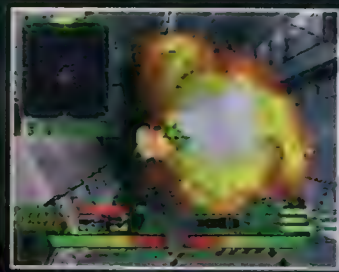
Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn System.

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Travel deep beneath the lifeless surface of the moon in man made tunnels that extend to the horizon. Explore the cavernous moon base in this gripping RPG/Action drama and get set for anything! You'll face challenges as both a warrior and a detective. Find the secret to ridding the outpost of alien invaders, then pilot your Tri-formula Griffon into the toughest fight this side of the Milky Way!



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FEATURES:

- + Your armor adapts into three super-powered formations: Combat, Assault, and Cruise!
- + Collect multiple weapon enhancements to super-charge your Griffon!
- + Obtain vital clues for the key to surviving your next assault!
- + Scan enemy aliens to learn their deadly potential before you engage in combat!
- + Multiple weapons arrays allow you to customize the fight to your style!

Exclusive Saturn Strategy

by Nikos Constant



The first RPG for the American Saturn, *Virtual Hydlide* was released by Atlus, but developed by T&E Soft. It's quite a departure from the golf simulators that T&E is best known for...but then, so was T&E's *Red Alarm* for the Virtual Boy. Instead of the normal solve-a-puzzle-and-it's-solved-forever nature of most RPGs, *Hydlide* relies on a random world generator that scrambles loca-

tions and objects every time you start a new game. For this reason, our strategy guide focuses on the various adventures rather than simply telling you where everything is. You'll have to search for the adventures yourself, but once you get there, you should have no trouble finding out what you need to do and what weapons you should look for.

The Cemetery



First, look for the Cemetery.



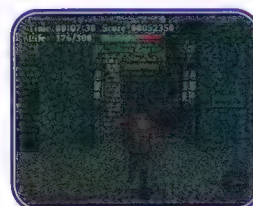
Be sure to find the Crucifix.



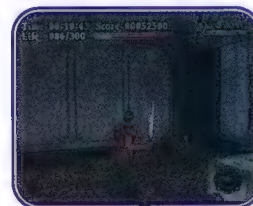
Search all of the large headstones.

Once you've found the cemetery, look around the whole area. Check out all of the big gravestones, since they'll all break open and reveal some kind of treasure. Watch for zombies! The main object that you're looking for is the crucifix, which will enable you to defeat the Vampire in the next adventure. The crucifix will also give you 100 extra hit points. In addition to breaking open the gravestones, look on the ground for various objects such as gold, herbs, potions and weapons. These items may also be located in the field and forests located directly adjacent to the cemetery.

The Vampire's Mansion



The Vampire's Mansion is usually located in the woods.



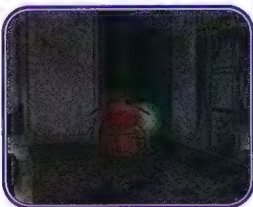
Search all of the rooms for treasure chests.



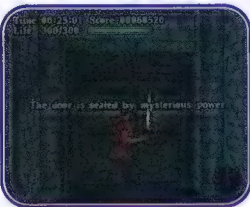
You can find everything from weapons to gold!



You will find five locked orbs.



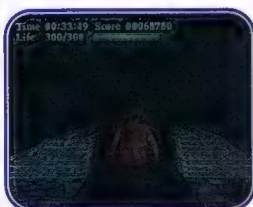
They will glow green when you unlock them.



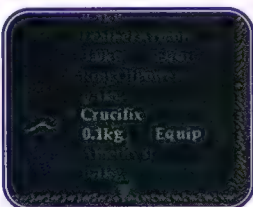
Unlocking all the globes...



...will allow you to access the Vampire's lair.



Flail your sword back and forth quickly to defeat him.



Be sure to put on the Crucifix!



Use any sword to defeat him, just don't use a dagger.



When he's defeated, open up the chest that appears.



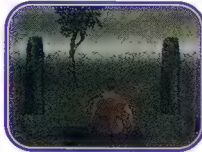
Inside is a magic lamp, which you'll need later.

Search the rooms of the first two floors of the Mansion for treasure chests and the five globes that will let you access the locked chamber of the vampire. When you see the globes, use the action button (by default, X) to make them glow green. You must activate all five globes to unlock the chamber. Once you've done this, go up to the third floor and unlock the door. By this time you should have found a better sword and possibly some armor, so ditch the dagger and get suited up. Before you enter the vampire's chamber, put on the crucifix for some holy protection. Go after the vampire and hack away at him until he's dead, then grab the treasure in the casket that appears. The magic tool is a magical lamp; it will allow you to see through the dungeons and caves that you'll be facing next. You'll also gain 100 additional hit points, bringing your total to 400.

Practice Dungeon



Look for this sign to find the dungeon's entrance.



Go down the elevator.



The dungeon will be dark...



...so use the Magic Lamp...



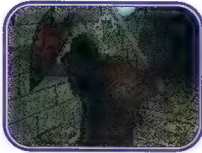
...to make things brighter.



If you have the Ring of Spirit, put it on to regain hit points.



The enemies you'll face are the little Kobolds...



...and the Will-O-the-Wisp.



At the end is a pair of caskets on a platform.



Open both to find the magic tool.



It's a pair of magic spectacles.



Use the "Help" function to see what they do.

This is an easy dungeon to get through since it consists of only one level. Use the Magical Lamp to shed some light on your quest. The only monsters you have to worry about are the little green Kobolds and the powerful Will-O-the-Wisp that zaps you if you get too close. It's better to just avoid these creatures by running past them instead of fighting. In fact, this strategy

is good for a lot of the monsters that you'll encounter in the rest of *Hydride's* adventures. The end of the dungeon has two chests that will give you some treasure, 100 more hit points and the magic spectacles that help you find the ruins.

The Ruins



Next stop: the Ruins.



It's time for the magic spectacles.



Put them on...

The Storehouse/Transporter Room



Finding the storehouse at this point in your quest is important.



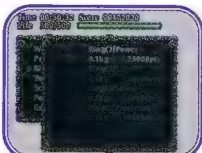
Here you can purchase various items...



...including Weapons...



...Protection...



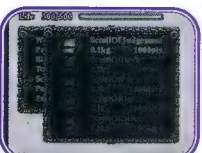
...Rings...



...Tools...

As you progress through your adventure, look for the Storehouse that will let you buy extra

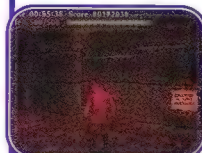
weapons, protection, potions and other stuff to make life easier. Two must-have weapons are the Master Sword and the Dark Sword; if you haven't found these two by now, buy them. You should also get a Dragon Shield and some plate armor, but you'll probably find these in some of the chests that you open. The Transporter looks like the large jewel from the storehouse, but instead of letting you buy stuff, it transports you quickly around the kingdom to one of four other Transporters. Learn to use them to avoid the walk.



...Scrolls...



...Herbs and Potions.



...to find the hidden entrance to the Ruins.



Though your map will be different, realize that the ruins always have three sealed rooms that hold treasure.



In addition to Kobolds, the main enemy here is the Roper. Remember, you don't have to fight them, just run past them.



Notice on the map that the chambers look like they are sealed.



Use the glasses to see the openings.



One of the sealed chambers has a magic spring. Drink from it to regain your health.

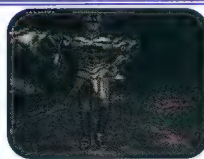
Once you've found the ruins, put on the Magic Spectacles to find the entrance. The Ruins contain three rooms, all with hidden doors that contain a variety of treasure and extra hit points. One also has a healing pool that will give you all of your hit points back. Watch out for the Ropers and the Kobolds that will pop out of the green pools. These are better to run from instead of fight. Make sure you leave the ruins with the Fire Amulet, which will protect you from some of the lava in your next adventure at the Volcanic Cave.



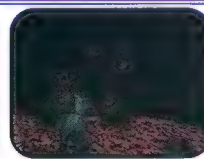
Make sure you put on the Fire Amulet for protection.



The only enemies you will face are the Red Armor Knights...



...and the Gold Armor Knights.



The end boss is a three-headed dragon. Use a Projectile or Master Sword to reach him across the lava.



Once dead, the dragon will leave you a tool:



A magic flute.

Put on the fire amulet to protect you from the lava. You should always run through the Volcanic Caves, because stopping will only take away more of your life. It's easy to get lost, so check your map often and use the Magic Lamp to help guide you. This is a good place to start saving the game frequently, because it is a drag to always get sent back to the beginning. Here you will fight the Red Armor and Gold Armor Knights; they move slowly, but are persistent. You will need the Dragon Shield and either a Dark Sword or Master Sword to defeat the three-headed dragon at the end of the level. Lis-

ten for the dragon's scream that always comes before it lets loose with some fireballs. These can only be blocked with the Dragon Shield. Use the sword's special move (press the **B** and **C** buttons simultaneously) to reach the dragon across the lava pit. The Dark Sword will shoot a ball of powerful darkness and the Master Sword will give you extra reach. You have to defeat all three heads to kill the dragon. Once it's dead, pick up 50 more hit points and the magic flute.

The Sealed Dungeon



Get ready for the hardest adventure, the Sealed Dungeon.



To unseal the dungeon...

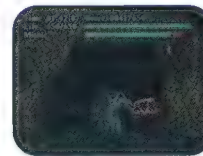


...play a tune on the magic flute.

To unseal the dungeon, play the flute. When it's open, use the Magic Lamp once again. This dungeon is huge, so don't get frustrated. There are four levels within, and two extras that are offshoots of level four. The levels are connected by both elevators and mine shafts. The bonus levels are at the end of the dungeon, one of which is connected by an elevator that leads to the main treasure level; this one is protected at the end by the Evil Mage. The other is just a bonus treasure level that may give you some cool stuff; it's accessible by a mine shaft. The sealed dungeon is protected by Gold and Black Armor Knights that are hard to kill and sometimes swarm you. The other trap in the Sealed Dungeon is the Mimic, a monster that looks like a treasure chest but is actually a chest with teeth. Be sure to approach any chests with your sword swinging. By now you should have found a Fire or Light Sword that will give a more powerful projectile blast than the Dark Sword. You may have even found Fairy Armor and a Fairy or Fire Sword. When you've finally reached the lair of the Evil Mage, open the door and get ready to battle. Use the Dragon Shield to block his projectiles and get ready to blast him with a projectile when he gives his battle chant and rests on the ground. This is the only time you can hit him, but your timing must be careful, because when he hits the ground he's going to shoot at you. Once he's defeated, activate the Fairy Chalice that appears. This will give you 50 more hit points and Tears of the Earth, which will help you find the Lost Castle. The first Fairy will also be released. If you have found or bought some Fairy's Tears, use them at this time to escape the Dungeon without having to walk all the way back.



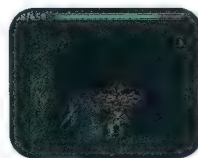
Search the dungeon's six levels for the healing pools to regain hit points.



Watch out for the Mimics: treasure chests with teeth!



The other enemies you'll have to deal with are Zombies...



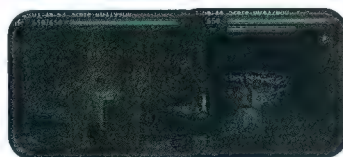
...Gold Armor Knights...



...and Black Armor Knights.



Use the elevators to move between levels.



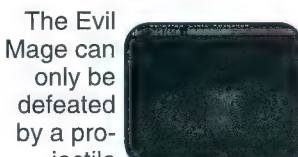
The mine carts can also help you get around.



Watch out for poison clouds. Use the Magic Sword, Master Sword, or Fairy Shield to heal yourself when poisoned.



Look for the door of the Evil Mage on the level connected to Level Four by an elevator.

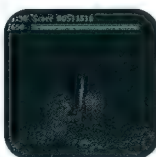


The Evil Mage can only be defeated by a projectile sword, and his fireball can only be blocked by the Dragon Shield.



He cannot be killed while in the air.

Listen for his evil battle laugh and nail him on the ground—just watch for his fireballs!



With the Mage dead, go to the Fairy Orb and unlock it.



You will receive Tears of the Earth.



A Fairy will also appear. If you have bought or found Fairy Tears, use them now to escape the dungeon quickly.

If Ignorance Is Truly Bliss,

CAPTAIN QUAZAR™

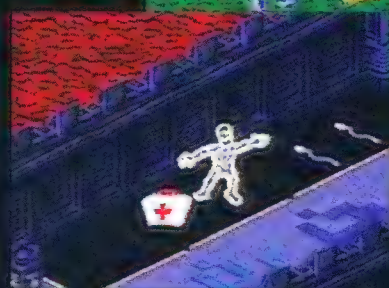


You're Looking At The World's Happiest Guy.

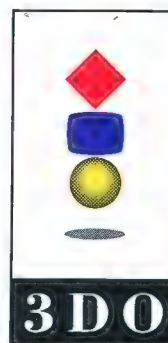
Just who are the Captain's legal guardians? The demented designers at Studio 3DO, of course. Who else would crossbreed a muscle-bound hero and a mental midget, then give him a loaded weapon? To find out what else they've got tucked in their fights, see your favorite retailer or to order direct, call 1-800-337-3504 or look us up on the Web: www.3do.com



He believes in truth, justice and that Elvis is alive and pro wrestling is real. He's Captain Quazar™, with a body of solid rock and a head to match — and he's only on 3DO. Brandish big weapons, shoot big criminals, and get a big... bonus from the Intergalactic Police!



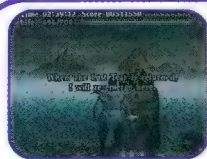
Outstanding, action-packed gameplay. Simultaneous two-player shooting with tons of targets to blast. Explore 10 big levels on 3 crime-infested planets. Each world challenges you with new missions and a bevy of drug runners, terrorists and felons.



WE GOT IT. THEY DON'T.

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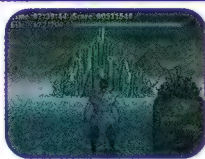
The Lost Castle



The Lost Castle is located on the shore of the lake.



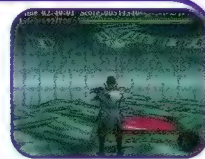
Use the Tears of the Earth here...



...to raise the Lost Castle.

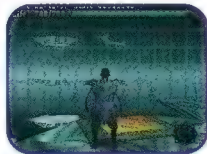


You must go to the center of the castle via a series of elevators and walkways.



Red elevators go up.

Look for the Lost Castle by the lake; you should have passed it in your previous travels. Find an obelisk with an inscription on it. Use the Tears of the Earth to answer the riddle and you will find the Lost Castle. Made of glass, the castle has three levels that are connected by a series of red and yellow elevators. Use the red elevators to go up and the yellow ones to go down. Head for the center of the city and look for the orange block that lets you enter the city's power unit. You will have to fight skeletons and more Ropers here, but don't bother fighting; just run past them.



Yellow elevators go down.



Watch out for Skeleton Warriors and Ropers.

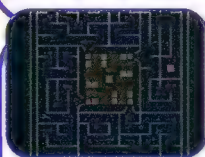


At the center of the city is this exit.

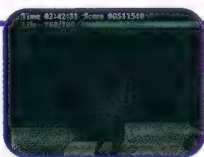


It leads to the power unit.

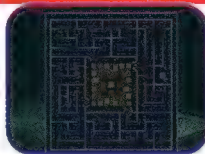
The Power Unit



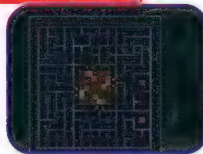
The power unit is a series of mazes connected by moving blocks; you must figure out their pattern.



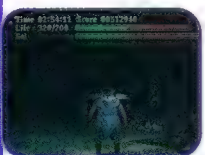
The blocks will take you to one of four mazes, only one of which contains an exit.



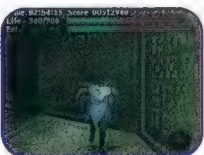
Look for this orange exit on the map.



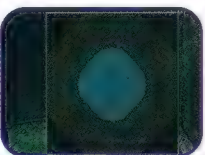
There are two sets of blocks and mazes.



At the end of the second maze is the Eel.



Run from the Eel's blasts because they can't be blocked.



The room is big enough to employ this strategy.



With the Eel dead, a fairy will appear...



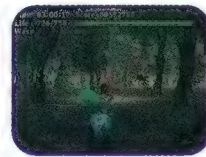
...and the city will be destroyed.

The power unit consists of two mazes connected by two moving block puzzles; you have to jump to the correct block to find the maze that will let you leave the level. There are four mazes to choose from, but only one has an exit. Try not to retrace your steps, and watch out for more of the mimics that will try to fool you. Once you've found the exit from the second maze level, you will fight the Eel. Use a projectile sword again and run around to escape the Eel's projectiles. You'll have plenty of room to maneuver, so just take potshots at the big guy. After you've killed the Eel, the second fairy will be free, the city will fall to pieces around you and you'll have 50 more hit points.

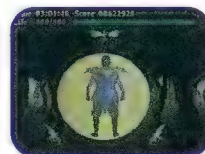
The Magical Musical Forest



Now you only have one more Fairy to rescue, look for her in the forest.



Listen for the Fairy's Music and watch out for the Wasps that are ready to swarm you.



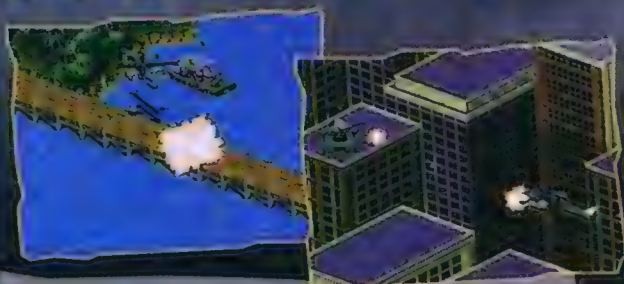
Find the tree where the Fairy Music is loudest; the third fairy will appear to transport you to the Fortress of Varalys.

Search the forests until you hear a musical chime that's different from the regular background music. Once there, look for the tree where the music is the loudest. Be careful here, because you'll be attacked by a swarm of wasps. When you hear them, run, turn and fire projectiles at them. Keep running if they get close because you're liable to panic if they swarm you. Once you've killed them, go back to the musical tree. When you find the right one, you'll be greeted by the third fairy. It will transport you to the Fortress of Varalys, your final adventure.

The Strike C.O.R.E. is back.



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Look for strategies and secret codes on the 1995 WWF Survivor Series home videos from Coliseum.

The Fortress of Varalys



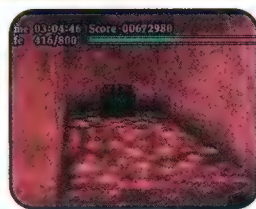
Varalys' fortress consists of two rooms containing mini-bosses, and a third room at the end containing Varalys himself.



The doors to the mini-bosses will open automatically.



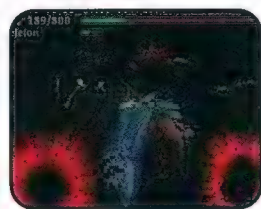
For the first Evil Mage, use a Master Sword and flail away at the Mage and his bats.



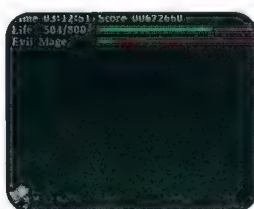
Between the first two mini-bosses is a corridor with two hidden rooms. Use the Magic Spectacles to see them; power-ups are hidden inside.



The second Evil Mage is harder than the first because he can rejuvenate himself. Watch out for his Skeleton henchmen.



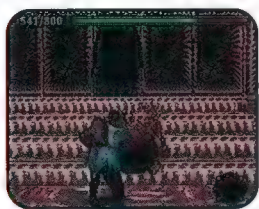
Use your Dragon Shield to block his fireballs.



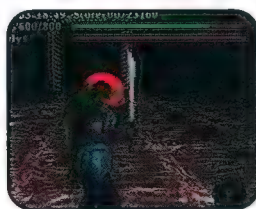
You can only hit the Mage with a projectile when he is on the ground. Use the Flame or Fairy Sword to nail him.



After defeating the second Mage, cross the psychedelic bridge to Varalys' doorway.



Don't be discouraged if it looks like you're not hitting the evil one, his hit point bar is double the size of yours.



When he appears, fire away! Just be sure to block all the fireballs he shoots or they'll kill you in seconds.



The end of the game includes a summary of your quest.

Before you even start this level, go to the storehouse and buy as many Stamina Potions as possible. You'll need as many as you can carry to live through the final battle. In addition to the evil Varalys, you must defeat two mini-bosses that look like the Evil Mage you defeated in the Sealed Dungeon.

The first boss is a vampire-type character shielded by bats. Use the Master Sword to flail against the whole lot of them and eventually the guy will be dead. Use a projectile sword against the second boss and use the Dragon Shield to protect yourself from his fireballs. Kill off his skeleton henchmen first, but be careful because he will use his magic to bring them back to life as well as bringing himself back to life by rejuvenating his own hit points. Don't use the Dark Sword against him, because it is not as effective as some of the other projectile swords that you find along the way. You can only defeat him when he lands on the ground, so listen for the battle laugh that he lets out right before he lands. Also, try to stay as far as possible from him because if his fireballs can't reach you, you can

pummel him with projectiles.

Along the way to the final boss, there are two rooms with extra health potions and herbs to keep you alive through the final battle. Find the rooms by using the Spectacles that helped you to find the entrance and secret rooms of the Ruins.

Varalys can only be defeated with the Fire or Fairy Sword. Don't be discouraged when you start hitting him and his energy bar doesn't start going down; his bar is really about double of what's shown. Wait for him to appear before you shoot at him. Keep saving the game here to help keep your life up and Varalys' life down and use the potions and herbs to keep you alive. Use the Dragon Shield to block his barrage of fireballs or they'll kill you instantly. His dark fireball will go through the Dragon Shield, but at least the shield will reduce the amount of damage it inflicts. With these hints, his energy will slowly go down. Just keep moving and firing at him, listening for his evil laugh to figure out where and when he will appear. This will be the tactic that will help you break the magic and transform the three fairies back into the Princess.



TOP-SECRET CHEATS!

Just as we went to press with this issue of *TIPS & TRICKS*, we discovered a bunch of cool cheats for the home versions of *Mortal Kombat 3*. Instead of waiting a whole month to include them in our January '96 issue, we went out of our way to sneak them in at the last minute; that's why these incredible tips are all packed into a single page. Check future issues for more information about *MK3* codes; for now, this is what we know....

PLAYSTATION

Play as Smoke

Rotate the D-pad clockwise during the opening demo to access the "Ultimate Kombat Kode" input screen. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, **△** six times, **×** six times and **○** nine times. Now the hidden character Smoke is at your command!



Secret Cheat Mode

During the opening demo, quickly press **×, ○, △, R1, R1, R2, R2, R1, R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu. Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke"



on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after



you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round. If you're having trouble remembering this code, here's a simpler version: During the opening demo, press **×, L1, L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

SUPER NES

Play as Smoke

At the copyright screen that appears when you first turn the game on, hold **Left** and **A**. When the Williams logo appears, release the buttons and hold **Right** and **B**. When the words "There is no knowledge that is not power" appear, release the buttons and hold **X** and **Y**. Continue to hold the buttons until the *MK3* logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Out-standing!" Smoke is now a playable character in the one- and two-player modes.



Tournament Mode

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.



Sound Test

At the main menu, press **A, Y, B, X**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

"Kool Stuff" Menu

At the main menu, press **Up, Up, Down, Down, Left, Right, A, B, A**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.



"Kooler Stuff" Menu

At the main menu, press **SELECT, A, B, Right, Down, Down, Up, Up**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount

of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff" Menu

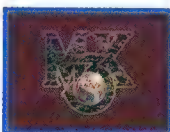
At the main menu, press **X, B, A, Y, Up, Left, Down, Right, Down**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.



GENESIS

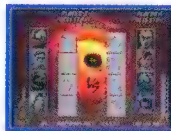
Play as Smoke

When the *MK3* logo appears on a black background at the beginning of the game and you hear the sound of a gong, press **A, B, B, A, Down, A, B, B, A, Down, Up, Up**. You'll hear Shao Kahn say, "Smoke," and the background will change to red. Now Smoke is a playable character in both the one- and two-player modes.



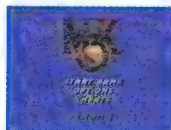
Endurance Mode

At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. With a multi-player adapter, up to four players can participate.

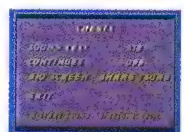


Secret Cheat Menu

At the main menu—while the words "Start Game" and "Options" are on the screen—press **A, C, Up, B, Up, B, A, Down**. A new menu item called "Cheats" will appear; select this and you'll be able to access several new cheat options. "Sound Test" lets you listen to all of the music tracks and



sound effects from the game. "Bio Screen" allows you to see any character's biography screen simply by pressing the **START** button and "Continues" lets you change the number of credits in a one-player game; 95 continues is the limit.





U
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Hit pedestrians,
outrun police cars
and get gunned

down in a drive-by
shooting.

Finally, a game
that shows what
L.A.'s
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Los Angeles, 2010 A.D. The night is dark and stormy. The streets are filled with bullets. You come

to the apocalypse. Or as we like to call it, **TWISTED METAL**. Only on Sony PlayStation. Play with

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1000 horsepower and a nuclear reactor core. You can even win a free ice cream cone. Twisted and

in the city. And thanks to the Sony PlayStation's superfast ultra realistic gameplay, you

can use impressive 360° moves, say, while shredding sod in someone's front yard as you

dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one

more thing: Look out for that cute little doggie crossing the street. Oops, too late.

SONY



PlayStation™



Tekken—or “Iron Fist”—is a game of infinite depth. This game has more secrets than the Pentagon. I’ll keep it short and sweet: The following pages contain extensive moves lists for all fighters. Some moves take a lot of practice, and the teeny-weeny PlayStation pad doesn’t help remedy the situation. Get yourself a stick. You’ll thank me for it later. (Well, a small donation would suffice.) Beat the game with every character to earn an additional eight playable fighters, and be sure to check our PlayStation tip collection of page 73 to learn how to find two more.

—Tyrone Rodriguez

鉄拳 TEKKENTM MOVES & COMBOS

KEY

Left Punch: LP
Right Punch: RP
Left Kick: LK
Right Kick: RK

Note: All moves are shown as if your character is facing to the right.



KAZUYA

Headbutt: → → + LP + RP
Double Kick Throw: LP, LK
Body Flip: RP + RK
One-Two Punch: LP, RP
Jump Kick with Sweep: Tap ↗ + RK, RK
Lunging Upper: → ↓ ↘ + RP
Flying Upper: → ↓ ↘ + LP
Flying Kick: → → → + LK
Right Axe Kick: → + RK
Front Kick: ↘ + RK

Double Axe Kick: Press ↓, release, immediately press RK, RK
Left High Kick: → → + LK
Lunging Axe Kick: → ↓ ↘ + RK, RK
One-Two with Lunge Punch: LP, LP, RP
One-Two with Turn Punch: LP, RP, RP
Double Upper: ↘ + LP, RP
Flying Hop: (hold) ↗ + RP + RK
10-Hit Combo: →, (hold) →, RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

PAUL



Back Toss: ← + LP + LK
Shoulder throw: LP + LK
Arm Cracker: RP + RK
Body Shift: → → + LP + RP

Left Upper: ↘ + LP

Right Upper: ↘ + RP

One-Two Punch: LP, RP

One-Two with Side Kick: LP, RP, LK

Tiger Fist: ↓ ↘ → + RP

Double Jump Kick: Up + LK, RP

Punch with Kick: RP, LK

Hammer: ↓ + LP

Hammer with Tiger Fist: ↓ + LP, → + RP

Ground Punch: ↓ + RP

Punch with Low Kick: RP, (hold) ↓ + LK

Sweep with Punch: ↓ + RK, RP

Somersault Kick: → → + RK

Right Elbow Strike: While ducking rotate to → + RP

Double Hop Kick with Roundhouse: → → + LK, RK, RK

Double Hop Kick with Side Kick: → → + LK, RK, → ↘ + RK

Double Hop Kick with Low Kick: →, → + LK, RK, ← ↙ + RK

High Kick: Press ↓, release and press RK

Front Kick: ↘ + RK

10-Hit Combo: LP, RP, LK, RP, LP, RP, LP, RK, RP, LP

Walk of Fame: LP + LK

Big Noogie: RP + RK

Knee Slam: → → + LK + RK

One-Two Punch: LP, RP

Left Upper: ↘ + LP

Right Upper: ↘ + RP

Side Kick: ↘ + LK

Flip Kick: Hold ↓, then press (and hold) ↖ + RK, ↑ + RK, or ↗ + RK

Low Flip Kick: Hold ↓, then tap ↖ + RK, ↑ + RK, or ↗ + RK

Kick with Flip: RK, ↑ + LK

Fake Flip Kick: Hold ↓, then press (and hold) ↑ + RK + LK

Triple Kick: RK, LK, RK

Five left Punches: LP, LP, LP, LP, LP

Double Right: RP, RP

Triple Right Punch: (hold) → + RP, RP, RP

8-Hit attack: LP, LP, LP, LP, LP, (hold) → + RP, RP, RP

Ankle Kick: ↓ + LK (can be repeated four times)

Triple Left Kick: LK, LK, LK

High Kick: Press ↓, release and press RK

Front Kick: ↘ + RK

Flying Kick: → → → + LK

Spirit Attack: ↙ + LP + RP (press ↑ ↑ to cancel)

10-Hit Combo: ↘ + LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

LAW



NINA

Jugular Breaker: ↘ ↘ + LP
Body Throw: → + LK + LP
Socket Breaker: ↓ ↘ → + LP + RP
One-Two Punch: LP, RP or RP, LP
Fireball: → → + RP + LP
One-Two Punch with Roundhouse: LP, RP, RK
One Two with Side Kick: LP, RP, LK
Right Punch with Roundhouse: RP, RK
Flying Kick: → → → + LK
Right Axe Kick: → + RK
Front Kick: ↘ + RK
High Kick: Press ↓, release, immediately press RK
Right Punch with Low Kick: RP, ↓ + LK

Somersault Kick: → → + RK
Four-Hit Attack: ↘ + LK, LP, RP, LP
Multi Kick: ↘ + LK (can be repeated four times)
One-Two with Turn Punch: LP, RP, RP
Left Upper: ↘ + LP (can be used to start combos that begin with RP)
Right Upper: ↘ + RP
Hopping Multi Kick: ↗ + RK, LK, RK
Spirit Attack: ↙ + LP + RP (press ↑ ↑ to cancel)
10-Hit Combo: LP, RP, LP, RP, LK, LK, RP, LP, RP, RK



JACK



Body Crush: LP + LK
Body Slam: RP + RK
Pile Driver: ↓ ↘ → + LP
Back Breaker: ↓ ↙ ← + RP
Head Crush: → → + RP + LP
Punch with Elbow: RP, LP
Gun Punch: ↙ + LP, LP, LP, ↘ + RP
Triple Punch: LP, LP, LP
Double Fisted Hammer: ↘ + LP + RP
Rising Fists: Press ↓, release, immediately press LP+RP
Double Fists: Press ↓, release, immediately press LP + RP, LP+RP

Low Triple Punch: (Hold) ↘ + LP, RP, LP or RP, LP, RP
Fist Lunge: ← ↙ ↓ ↓ ↘ + RP
Butt Stomp: ↗ + LK + RK
Windmill Punch: While ducking rotate to → + LP, RP, LP
Spirit Attack: ← ↙ ↓ ↘ →, then press LP
Sitting Punches: After Butt Stomp, RP, LP, RP, LP or LP, RP, LP, RP
Low Hits: While Ducking LP, LP, LP, RP, LP
10-Hit Combo: (Hold) ↓ + RP, LP, LP, LP, RP, LP, RP, LP, LP + RP, LP + RP

KING



Knee Slam: LP + LK

Suplex: RP + RK

Head Crunch: ↙ ↙ + LP + RP

Back Breaker: ↓ → + LP

Windmill Throw: → ← ↙ ↓
↘ → + LP

Leg Grab: ↘ + LK + RK

One-Two Punch: LP, RP

One-Two: RP, LP

Three-Hit Punches: LP,
RP, LP

Drop Kick: → → + LK + RK

Running Drop Kick: → →
→ + LK + RK

Front Kick: ↘ + RK

Elbow Strike: ↗ + RP

Knee Smash: ↗ + LK + RK

Lunge Punch: → → + RP

Low Punch: → → RP

Claw Swipe: ↘ + RP

Cat Pounce: → → + LP + RP

Side Kick: ↘ + LK

Front Kick: ↘ + RK

Face Kick: Press ↓,
release, immediately press
RK

Hammer: ↗ + LP + RP

10-Hit Combo: LP, RP, LP,
LP, RP, RK, RK, RK, LP,
LK

YOSHIMITSU

Body Slam: LP + LK

Saber Slice: RP + RK

Body Spin: ← + LP (can be
repeated up to six times)

Somersault: → → + LK +
RK

Low Spin: ↙ + LK (can be
repeated up to five times)

Flip Kick: ↗ + LK + RK

Knee Kick: → → + RK

Sword Swing: ↙ + LP

Spirit Attack: ← ← + LP

Triple Kick: RK, RK, RK

Double Kick: LK, RK

Side Kick: Press ↓,
release, press LK

Front Kick: ↘ + RK

High Kick: Press ↓,
release, press RK

Spring Kick: While ducking
rotate to → + LK

Knockdown Upper: ↘ +
RP

Upper Punch: Press ↓,
release, press RP or LP

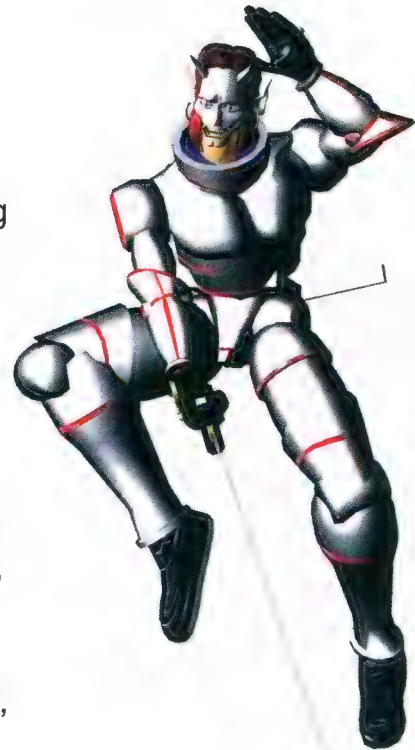
Reverse Punch: → + RP

Punch with Kick: RP, LK

Punch with Low Kick: RP,
↓ + LK

One-Two: LP, RP

10-Hit Combo: LP, RP, LP,
RK, RK, RK, LP, LP, LP,
RP



MICHELLE

Back Crunch: LP + LK or RP + RK

Triple Punch: LP, LP, LP

Double Punch: ↘ + LP, LP

Rising Double Punch: Press ↓, release, immediately press LP, LP

Low Sweep: ↓ + RK

Low Sweep 2: (Hold) ↘ + RK

Low Sweep with High Punch: ↓ + RK, LP

Low Sweep with High Kick: ↓ + RK, RK

Double Low Sweep: (Hold) ↓ + RK, RK

Snap Kick: Press ↓, release, immediately press RK

Front Kick: ↘ + RK

Face Kick: ↘ + LK

Reverse Punch: ← + RP

Left Upper: Press ↓, release, immediately press LP

Spirit Punch: → → + LP + RP

Low Punch: ↘ + RP

Flying Kick: → → → + LK

10-Hit Combo: RP, LP, LP, RP, LK, LK, LK, RK, RK, LP



LEE



Neck Breaker: LP + LK

Big Noogie: RP + RK

Knee Slam: → → + LK + RK

One-Two Punch: LP, RP

Left Upper: ↘ + LP

Right Upper: ↘ + RP

Side Kick: ↘ + LK

Flip Kick: Hold ↓, then press (and hold) ↖ + RK, ↑ + RK, or ↗ + RK

Low Flip Kick: Hold ↓, then tap ↖ + RK, ↑ + RK, or ↗ + RK

Kick with Flip: RK, ↑ + LK

Fake Flip Kick: Hold ↓, then press (and hold) ↑ + RK + LK

Triple Kick: RK, LK, RK

Five Left Punches: LP, LP, LP, LP, LP

Double Right: RP, RP

Triple Right Punch: (Hold) → + RP, RP, RP

8-Hit Attack: LP, LP, LP, LP, LP, (Hold) → + RP, RP, RP

Ankle Kick: ↓ + LK (can be repeated four times)

Triple Left Kick: LK, LK, LK

High Kick: Press ↓, release and press RK

Front Kick: ↘ + RK

Flying Kick: → → → + LK

Spirit Attack: ↙ + LP + RP (press ↑ ↑ to cancel)

Multi Kicks: (Hold) ↓ + RK (can be repeated up to four times)

Ankle Kick: ↓ + RK, RK

Double Hop Kick with Roundhouse: → → + LK, RK, RK

Double Hop Kick with Side Kick: → → + LK, RK, → ↘ + RK

Double Hop Kick with Low Kick: → → + LK, RK, ← ↙ + RK

Snap Kick: → → + LK

10-Hit Combo: ↘ + LP, RP, RP, LP, LK, LK, LK, RK, LK, RK

KUMA



Body Smash: LP + RP
Head Butt: RP + RK
Head Smash: → → + LP + RP
Low Multi Hits: While ducking, LP, LP, LP, RP, LP
Paw with Elbow: RP, LP
Triple Hits: LP, LP, LP
Triple Hits: → + LP, LP, LP
Hammer: ↘ + LP + RP
Side Kick: ↘ + LK
Front Kick: ↘ + RK
High Kick: Press ↓, release, immediately press RK
Rising Paws: Press ↓, release, immediately press LP + RP

Double Paws: Press ↓, release, immediately press LP + RP, LP + RP
Low Triple Punch: (Hold) ↘ + LP, RP, LP or RP, LP, RP
Paw Lunge: ← ↙ ↓ ↓ ↘ + RP
Butt Stomp: ↗ + LK + RK
Windmill Punch: While ducking rotate to → + LP, RP, LP
Sitting Punches: After Butt Stomp, RP, LP, RP, LP or LP, RP, LP, RP
10-Hit Combo: (Hold) ↓ + RP, LP, LP, LP, RP, LP, RP, LP, LP + RP, LP + RP

WANG

Around the Back: LP + LK
Back Smash: RP + RK
Double Punch: ↘ + LP, LP
Rising Double Punch: Press ↓, release, immediately press LP, LP
Low Sweep: ↓ + RK
Low Sweep 2: (Hold) ↓ + RK
Low Sweep with High Punch: ↓ + RK, LP
Low Sweep with High Kick: ↓ + RK, RK
Double Low Sweep: (Hold) ↓ + RK, RK

Snap Kick: Press ↓, release, immediately press RK
Front Kick: ↘ + RK
Face Kick: ↘ + LK
Reverse Punch: ← + RP
Spirit Punch: ↓ ↘ → + RP
Low Punch: ↘ + RP
Flying Kick: → → → + LK
Lunging Punch: → + RP
Power Hit: ↘ + LP + RP
10-Hit Combo: RP, LP, LP, RP, LK, LK, LK, RK, RK, LP



Flip Throw: LP + LK
Behind the Back Toss: RP + RK
Neck Breaker: ↘ ↘ + LP
Front Toss: → + LP + LK
Socket Breaker: ↓ ↘ → + LP + RP
One-Two Punch: RP, LP
Fireball: → → + LP + RP
Triple Combo: LP, RP, RK
Punch with Kick: RP, RK
Punch with Side Kick: LP, LK
Punch with Low Kick: RP, ↓ + LK
Side Kick: ↘ + LK
Somersault Kick: → → + RK
Flying Kick: → → → + RK
Flip Kick: Hold ↓, then press (and hold) ↖ + RK, ↑ + RK, or ↗ + RK
Low Flip Kick: Hold ↓, then tap ↖ + RK, ↑ + RK, or ↗ + RK

Front Kick: ↘ + RK
Face Kick: Press ↓, release, immediately press RK
Triple Combo: ↘ + LK, LP, RP
Multi Kicks: ↘ + LK (can be repeated up to four times)
Upper with Punch: ↘ + LP, RP
Hopping Triple Kick: ↗ + RK, LK, RK
Spirit Attack: ↙ + LP + RP (press ↑ ↑ to cancel)
Triple Punch: (Hold) ← + LP, LP, LP
Low Lunge Punch: While ducking rotate to → + RP or LP
10-Hit Combo: LP, RP, LP, RP, LK, LK, RP, LP, RP, RK



PROTOTYPE JACK



Body Smash: LP + LK
Body Slam: RP + RK
Head Crush: → → + RP + LP
Punch with Elbow: RP, LP
Gun Punch: ↙ + LP, LP, LP, ↘ + RP
Triple Punch: LP, LP, LP
Double Fisted Hammer: ↘ + LP + RP
Rising Fists: Press ↓, release, immediately press LP + RP
Double Fists: Press ↓, release, immediately press LP + RP, LP + RP
Low Triple Punch: (Hold) ↘ + LP, RP, LP or RP, LP, RP
Butt Stomp: ↗ + LK + RK
Windmill Punch: While ducking rotate to → + LP, RP, LP
Spear Attack: ← ↙ ↓ ↘ + LP
Lunge: ← ↙ ↓ ↘ + RP
Spirit Attack: ← ↙ ↓ ↘ →, then press LP
Sitting Punches: After Butt Stomp, RP, LP, RP, LP or LP, RP, LP, RP
Low Hits: While Ducking LP, LP, LP, RP, LP
10-Hit Combo: (Hold) ↓ + RP, LP, LP, LP, RP, LP, RP, LP, LP + RP, LP + RP

ARMOR KING



Knee Slam: LP + LK
 Suplex: RP + RK
 Head Crunch: ↙ ↙ + LP + RP
 Pile Driver: RP + RK, then ↓ ↓ ↓ + LP + RP
 Back Breaker: ↓ → + LP
 Windmill Throw: → ← ↙ ↓ ↘ → + LP
 One-Two Punch: LP, RP
 Three-Hit Punches: LP, RP, LP
 Drop Kick: → → + LK + RK
 Running Drop Kick: → →
 Front Kick: ↘ + RK

Elbow Strike: ↗ + RP
 Knee Smash: ↗ + LK + RK
 Lunge Punch: → → + RP
 Low Punch: → →, RP
 Claw Swipe: ↘ + RP
 Cat Pounce: → → + LP + RP
 Side Kick: ↘ + LK
 Front Kick: ↘ + RK
 Face Kick: Press ↓, release, immediately press RK
 Hammer: ↗ + LP + RP
 10-Hit Combo: LP, RP, LP, LP, RP, RK, RK, RK, LP, LK

Sumo Slam: LP + LK
 Behind the Back: → + RP + RK
 Head Smash: → → + LP + RP
 Sumo Slap: (Hold) → + LP, RP, LP, RP, LP, RP, LP, RP or RP, LP, RP, LP, RP, LP, RP, LP
 Sumo Stomp: (Hold) ↓ + RK
 One Two Attack: LP, RP
 Triple Punch: LP, LP, LP
 Anti-Air Punch: ↘ + RP
 Elbow: ↘ + LP
 Hammer: ↘ + LP + RP
 Rising Fists: Press ↓, release, immediately press LP + RP

Double Fists: Press ↓, release, immediately press LP + RP, LP + RP
 Low Triple Punch: (Hold) ↘ + LP, RP, LP or RP, LP, RP
 Windmill Punch: While ducking rotate to → + LP, RP, LP
 Lunge Attack: ← ↙ ↓ ↘ + LP
 Sucker Punch: (Hold) ↓ + RP, RP
 Butt Stomp: ↗ + LK + RK
 Low Hits: While Ducking LP, LP, LP, RP, LP
 Low Five Sumo Hits: While ducking, rotate to → + LP, RP, LP

GANRYU



KUNIMITSU



Body Slam: LP + LK

Sickle Slice: RP + RK

Body Spin: ← + LP

(can be repeated up to six times)

Somersault: → → + LK + RK

Low Spin: ↙ + LK (can be repeated up to five times)

Flip Kick: ↗ + LK + RK

Knee Kick: → → + RK

Triple Kick: RK, RK, RK

Double Kick: LK, RK

Side Kick: Press ↓ release, press LK

Front Kick: ↘ + RK

High Kick: Press ↓

release, press RK

Spring Kick: While ducking rotate to → + LK

Knockdown Upper: ↘ + RP

Upper Punch: Press ↓ release, press RP or LP

Reverse Punch: → + RP

Punch with Kick: RP, LK

Punch with Low Kick: RP, ↓ + LK

One-Two: LP, RP

10-Hit Combo: LP, RP, LP, RK, RK, RK, LP, LP, LP, RP

HEIHACHI



Really Really Big Noogie: LP + LK

Really Really Painful

Back Slam: RP + RK

Head Butt: → → + LP + RP

One-Two Punch: LP, RP

Double Right: RP, RP

Double Air Kick: ↗ + LK, RK

Knockdown Upper: → ↓ ↘ + RP

Flying Upper: → ↓ ↘ + LP

Double Spin Kick: ↗ + RK, RK

High Upper: → → + RP

Hammerfist: ↓ + LP

Hammerfist with Tigerfist: ↓ + LP, → + RP

Front Kick: ↘ + RK

Side Kick: ↘ + LK

Left Snap Kick: → → + LK

High Snap Kick: → + RK

Face Kick: Press ↓, release, immediately press RK

Snap Kick: Press ↓, release, immediately press RK, RK

Lunging Snap Kick: → ↓ ↘ + RK, RK, RK

Double Upper: ↘ + LP, RP

Reverse Punch: → + RP

Flying Kick: → → → + LK

Double Punch with Straight Fist: LP, LP, RP

Double Punch with Reverse: LP, RP, RP

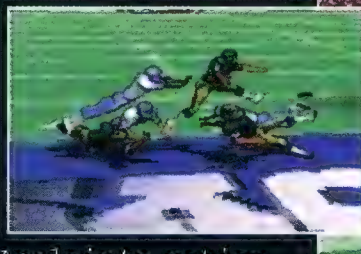
Tigerfist: ↓ ↘ → + RP

Hop Kick: → ↓ ↘ + LK

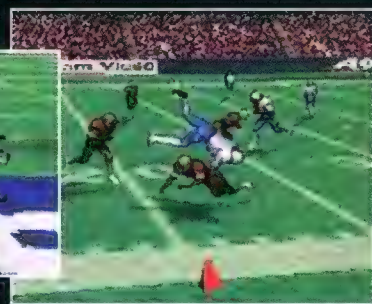
Long Hop Kick: → ↓ ↘, LK

to those who say they've got the stuff,
we say...

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THE ADDAMS FAMILY

End Password

Enter this password: **BLS&P**. Walk into the music room and play through the game's final stage.

Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

AERO THE ACRO-BAT

Five Continues

Press **X, Y, B, A, X, A, B, Y, Up, L** at the title screen.

Nine Continues

Press **X, Y, B, A, X, A, B, Y, Up, R** at the title screen.

Level Select/Skip

At the Start/Options screen, press **D, A, D, Y, D, A, D, Y** and listen for the machine gun. Then, at any time during the game hit **START** to pause, then press **Up, X, Down, B, Left, Y, Right, A, L, R**. A jingle will sound. Now you can skip any stage by pressing the **SELECT** button while the game is paused. To access the level-select menu, press **SELECT** while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the **R** button and hold it down. The level-select screen will then appear.

Infinite Stars/No Enemy Collisions

To enable extra cheats, enter the code **L, R, X, B, Left, Up, Right, Down, Y, A** at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press **A, Y, L, Up, Down, R, A, Y, Right, Left** at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press **Down, A, Y, R, Y, B, Up, L, Y, A** at the modified stage-select screen.

ALIEN VS. PREDATOR

Stage Select

At the title screen, press **SELECT** to access the "Config Mode," then press **START**. Next, at the Option Menu, hold buttons **X, A, L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

BATTLETOADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold **A, B** and **Down** and press **START**. A flash of red will appear on the screen that shows the Battletoads flag. You can now start the game with five lives and five continues.

BRUTAL

Boss Code

Press **X, A, B, A, Left, A** at the title screen. Now you can choose to play as the Dali Llama.

BUSBY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

All Levels Complete

Up, A, A, A, Down

Jump Frenzy

B, A, B, Y

99 Diving Suits

B, Left, Up, B

99 Portable Holes

Right, Up, SELECT, SELECT

99 Smart Bombs

X, X, Up, Down, X

99 Nerf Ballzooka Shots

B, A, Left, Left

50 Lives

B, Up, B, SELECT, Y

Invulnerability

X, A, B, Y, Up, Down

CACOMA KNIGHT IN BIZYLAND

Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press **Up, Up, Down, Down, Right, Left, Right, Left, B, A** on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CLAY FIGHTER TOURNAMENT EDITION

Tiny Characters

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: **Bad Mr. Frosty**—change name to **POSSEY**

Player 2: **Bad Mr. Frosty**—change name to **JASON A**

Player 3: **The Blob**—change name to **STEVE C**

Player 4: **Taffy**—change name to **JOHN S**

Start the game and the fighters will be super small.

CLAY FIGHTER 2: JUDGMENT CLAY

Random Select

At the player-select screen, hold the **L** and **R** buttons to make the computer choose your fighter at random.

Turbo Play Mode

At the Game Start screen, hold the **Y** button and press **L, L, R, Down, Left, R**. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold the **L** button and press **X, R, A, X, R, R**.

Ice: Hold the **B** button and press **Up, L, L, L, Right**.

Slyck: Hold the **Y** button and press **L, L, Up, L, Left, R**.

Spike: Hold the **R** button and press **X, B, B, A, Y, Left, A**.

Peelgood: Hold the **D-pad** diagonally in the **Down/Left** position and press **B, Y, Y, A, Y**.

Sarge: Hold the **X** button and press **L, L, Up, Down, Left, Down**.

Jack: Hold the **D-pad** **Up** and press **X, A, R, R, Y, A**.

Thunder: Hold the **D-pad** diagonally in the **Up/Left** position and press **Y, B, X, B, B, X, A**.

CYBERNATOR

Extra Continues

At the title screen, highlight the word "Option" and then press and hold **Up, L, R** and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the **X** button and you'll find that you now have a powerful "Napalm" gun.

THE DEATH AND RETURN OF SUPER-MAN

Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: **0B, 29, 2C** and **05**. Exit the Options menu and start the game. When you get into trouble, press **A+B+X+Y** to refill your lives, energy and special attack. To skip to the next level at any time, hold **A+B+X+Y** and press **SELECT**.

DISNEY'S ALADDIN

Stage Select

At the Options Screen quickly enter **L, R, SELECT, X, Y, A**, and **B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

DONKEY KONG COUNTRY

101% Complete

An exclamation point (!) at the end of each level means you've found all the secret stuff. When every level has been completed with an exclamation point (!), you'll have finished 101% of the game.

50 Lives

Highlight "Erase Game" and enter the code **B, A, R, R, A, L (BARRAL)**. You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y (DARBY DAY)**. You'll hear a chime. Use the **SELECT** button to cycle through the sounds.

Two Player Competition

Highlight "Erase Game" and enter the code **B, A, Down, B, Up, Down, Down, Y (BAD BUDDY)**. You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

Practice Bonus Rounds

Enter **Down, Y, Down, Down, Y (DYDDY)** during the game's intro.

EARTHWORM JIM

Cheat Codes

Start the game, press **START** to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. **A+Left**—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: **A+Left, B, X, A, A, B, X, A**

Nick Jones Code: **Y, A, B, B, A, Y, A, B**

Level Skip: **A, B, X, A, A+X, B+X, B+X, X+A**

Jump to Princess: **A+Left, X, X, X+B, X, A, X, A+Left**

Extra Life (one time only): **B, B, A, X+Y, A, A, A, A**

Extra Life (repeat whenever necessary): **B+X, B, B, A, A, X, A**

Energy Refill (once per level): **A, B, X, Y, Y, X, B, A**

Energy Refill (repeat whenever necessary): **A+X, B, A, B, X+Y, B, A**

Ammo Refill: **A+X, B, A, B, X, X, X, X**

Plasma Power-Up (one time only): **A, A, B+L, A, A, X, B+L, X**

Plasma Power-Up (repeat whenever necessary): **A+X, B, B, A, A, X, B, L+R**

Extra Continue (one time only): **A, B, A, B, X, Y, X, Y**

Extra Continue (repeat whenever necessary): **Y+X, B, Y, B, X, B, X, X**

Map View Mode: **A, X, A, X, A, A, A, A**

Warp to "What the Heck?": **Y, X, Y, X, A, B, A, X**

Warp to "Down the Tubes": **Up, Down, Left+Down, Left, Down, Down, Up+Left, Down**

Warp to "Snot a Problem": **A, B, X, B, A, B, B, B+L**

Warp to "Level 5": **A+B, B+X, X+Y, Left, Left, Right, Left, Right**

Warp to "For Pete's Sake": **A, B, X, A, B, X, A, B+R**

Warp to "Buttville": **A, X, Left, Left, X+Y, Up, Down, Left**

Warp to "Andy Asteroids": **L+A, A, R+A, A, B, B, X, B**

Warp to "Who Turned Out the Light?": **A, B, Up+Y, Up+Y, Left, Right, Left, Right**

EXTRA INNINGS

Hidden Scenes/Sound Test

Go to the "Mode Select" screen, hold the **L** and **R** buttons and press **START, Y** or **B**. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

F-1 ROC II RACE OF CHAMPIONS

Track Select

Use Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press **A** four times and **B** 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press **Up** or **Down** to change tracks.

Time Attack Mode

Press **Up, X, Right, Y, Down, B, Left, A, A** on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.

Sound Test

Press **L, R, L, R, L, R, L, R, R** on Controller 2. The number "100" will appear in the corner of the screen.

Hidden Game #1

Press **X, X, X, X, Y, Y**, on Controller 2. The number "100000" will appear in the corner of the screen. It's a Breakout-style game that you can play with up to four players.

Hidden Game #2

Press **Y, Y, Y, X, X, X** on Controller 2. The number "10000" will appear. It's a two-player Pong-like fighting game.

FIFA INTERNATIONAL SOCCER

Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press **B, A**, then **B** eight times.

Invisible Walls: Hit **Y** three times, **X, A** three times, **B**.

Crazy Ball: Press **X, A, B, Y, Y, B, A, X**. Crazy Curve Ball: Press **B, A, R, B, Y, L** to activate. (A ball kicked into the air can be steered wildly with the **L** and **R** buttons.)

Super Goalie: Press **A** five times, then **Y** five times.

Super Offense: Press **R** five times, **L, R**.

Super Defense: Press **L** five times, **R, L**.

Dream Team: Press **A** twice, **B** twice, **Y** twice, **X** twice.

FINAL FIGHT 2

"Same Player" Code

At the title screen, hit **Down, Down, Up, Up, Right, Left, Right, Left, L, R**. The screen turns blue; now both players can pick the same fighter.

GRADIUS III

Extra Credits

At the title screen, press the **X** button as quickly as you can. You should see the number of credits at the top go

up. Press **START** before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

Hidden Game Mode

At the option screen, press **A** as fast as you can make sure the cursor is on "Game" level.

30 Extra Ships

At the title screen, press and hold **L** and then press **A, A, A, START**.

Full Power-Up

Press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A** and **START** to unpauses.

HAGANE

Infinite Continues

Go to the configuration screen. Highlight the **Music** option and play **9, 8, 7**, and **6** in that order.

HYPER ZONE

Sound Test

At the title screen, push and hold both the **L** and **R** buttons. Select any music or sound by pressing **Left** or **Right**, then hitting **A**.

THE IGNITION FACTOR

Level Warps

To start at any stage, hold the **L** or **R** button on Controller 2 when you start the game with Controller 1. Holding **R** will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold **L** to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

Secret Level

If you hold both the **L** and **R** buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's

based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES. This top-secret stage does not appear when you play through the game normally.

THE JUNGLE BOOK

Level Select/Cheat Mode

At the Virgin logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the **Start/Options** screen and enter the **Options** menu. You'll find that there is now a level select and a "Cheat" option.

JURASSIC PARK II

Infinite Continues

At the Mission Select screen, press **L, L, L, R, R, L, L, R, R, L, L, R, R, L, L, L, R, R, R**. Now you can continue the game indefinitely.

KENDO RAGE

Stage Select

Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X, Y, A, B, X, Y, A, B, START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.

KING OF DRAGONS

Two-Player Same-Character Code

Press **Down, R, Up, L, Y, B, X, A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

99 Continues

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear;

press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

KRUSTY'S SUPER FUN HOUSE

Cheat Password

Enter the password **SMALLIW** to start the game with all of the doors unlocked. You'll also have unlimited lives.

THE LAWNMOWER MAN

Super Cheat Mode

Press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B**. Next, press **START** to unpauses. Tap the **L** or **R** button repeatedly to play in slow-motion.

Stage Select

With the cheat code in place as described above, press **START** during the game and press **A, L, L** while the game is paused. Next, press **START** to unpauses, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

Infinite lives

While the cheat code is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, the number of remaining lives will not be reduced.

Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

LEMMINGS 2: THE TRIBES

Sound Test

At the title screen, point to the knot-hole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

MEGA MAN VII

Hidden Versus Mode

Choose the password option from the title screen and enter the password **1 4 1 5 / 5 5 8 5 / 7 8 2 3 / 6 2 5 1**. When all of the numbers/faces are in place, hold the **L** and **R** buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players. Mega Man's Arrow Slasher is **↓↘→+Y** and his Leg Breaker is **↓↘+B**. Bass' Buster Kick is **→↓↘+Y** and his Sonic Crasher (while jumping) is **→↘+Y**. Both fighters can block by quickly pressing **Up** twice.

MEGA MAN X 2

Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat *Violon* and *Serges* during the last portion of your quest. Once you have the option of going to *Agile's* level, **DON'T DO IT**. Head to the *Flame Stag's* domain (*Volcanic Zone*) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including

Cap'n Hands

"Prepare for complete testosterone pumping mayhem."
— Diehard Game Fan

When I find F.U.B.
I'm gonna plunder
his liver and
pump his
scurvy
belly full o' gunshots...
just after I
make him
swat the deck
with his tongue.

15 Enormous
Levels To Explore

What Good Is A Sony® Playstation™ If It Isn't

LOADED

15 Enormous Levels To Explore

WEAPON OF CHOICE: Flintlocks
SUPER WEAPON: Buckshot

KILLER TIP: Fire up double shotguns and keep enemies at bay with long range attack.

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BY GAMERS. FOR GAMERS.

weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in *Street Fighter II*. That's Forward, Down, Down/Forward and attack.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Completion Passwords

Cells only: **3K5BGXODR9X**.

Cells and Laboratory only: **JGL8PKGHWTS**.

Cells and Factory only: **TJQ33CDQZSD**.
Cells, Laboratory, and Factory: **25Q221ZYRHB**.

Cells, Laboratory, and Factory with all captives rescued: **T5MMHGBW43D**.

MICKY MANIA

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

MLBPA BASEBALL

Cheat Passwords

PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

PWRHT—activates "Power Hitting." All batters have maximum power on every swing.

ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.

VRRRR—activates "Hyper Running." The running speed of all players is doubled.

RBBR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

BRRR—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.

XXXX—"Simulation Mode"; the computer is tougher to beat.

NNTH—Start in the bottom of the ninth with the home team down 4-0.

MORTAL KOMBAT II

Note: Each of the following special codes must be entered *quickly* at the character-select screen.

Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press **Down, Up, Right, Up, Left+SELECT** at the character-select screen.

30 Credits

Quickly press **Left, Up, Right, Down, Left+SELECT** at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

Quickly press **Up, Up, Left, Up, Down+SELECT** at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

Go Directly to Shao Kahn

Quickly press **Right, Up, Up, Right, Left+SELECT** at the character-select screen.

Go Directly to Kintaro

Quickly press **Up, Down, Down, Right, Right+SELECT** at the character-select screen.

Go Directly to Smoke

Quickly press **Up, Left, Up, Up, Right+SELECT** at the character-select screen.

Go Directly to Jade

Quickly press **Up, Down, Down, Left, Right+SELECT** at the character-select screen.

Go Directly to Noob Saibot

Quickly press **Left, Up, Down, Down, Right+SELECT** at the character-select screen.

NBA JAM

Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight T, hold START and R and press A.

Sal DiVita: Enter SA, highlight L, hold L and R and press X.

Jamie Rivett: Enter RJ, highlight R, hold START and R and press X.

Bill Clinton: Enter AR, highlight K, hold START and L and press X.

Al Gore: Enter NE, highlight T, hold L and R and press A.

Dan "Weasel" Feinstein: Enter SA, highlight X, hold L and R and press X. Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold L and R and press X.

Tom "Scruff" Rademacher: Enter RO, highlight D, hold START and R and press X.

Eric "Kabuki" Kuby: Enter QB, highlight "■" (the space character), hold START and L and press X.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold START and L and press X.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and R and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold START and L and press A.

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A, then press and hold B and X until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense: Press A four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press A 13 times, then press and hold A, B and Y until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, Y and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press Y.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press Y; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B. Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "■" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B. Jazzy Jeff: Highlight "J", hold START and press Y; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press Y; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press Y; highlight "D", hold START and press A.

Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold START and press A; highlight "I", hold START and press Y.

Mike D: Highlight "M", hold START and press Y; highlight "K", press A; highlight "D", hold START and press Y.

AdRock: Highlight "A", press A; highlight "D", hold START and press Y; highlight "R", hold START and press B.

MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A.

Mark Turmell: Highlight "M", hold START and press A; highlight "J", press A; highlight "T", hold START and press A.

Jamie Rivett: Highlight "R", press A; highlight "J", hold START and press A; highlight "R", hold START and press Y.

Sal DiVita: Highlight "S", hold START and press Y; highlight "A", hold START and press Y; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W",

press A; highlight "G", hold START and press A.

John Carlton: Highlight "J", hold START and press Y; highlight "M", hold START and press Y; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B.

Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press Y.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press Y; highlight "F", hold START and press B.

Falco: Highlight "J", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press Y.

Musket: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "M", hold START and press Y.

Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "Y", hold START and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold START and press A; highlight "X", hold START and press Y.

Weasel: Highlight "R", hold START and press B; highlight "A", hold START and press A; highlight "Y", hold START and press Y.

Brutah: Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A.

Facime: Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight "Z", hold START and press A.

Blaze: Highlight "B", hold START and press Y; highlight "L", press A; highlight "Z", hold START and press Y.

Kid Silk: Highlight "K", press A; highlight "S", hold START and press B; highlight "K", hold START and press Y.

Scooter Pie: Highlight "H", hold START and press A; highlight "T", press A; highlight "P", hold START and press Y.

Moosikat: Highlight "M", hold START and press B; highlight "P", hold START and press Y; highlight "F", press A.

Air Dog: Highlight "A", hold START and press Y; highlight "I", press A; highlight "R", hold START and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**

Max. Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, A, Powerup Push: Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left,**

Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B
High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down
Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A
Slippery Court: A, A, A, A, A, Right, Right, Right, Right

THE NINJA WARRIORS

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold X and Y and press A, B, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the L and R buttons on top of the controller and press START.

PAC-IN-TIME

Stage Select

Enter the password LVYDK and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold Left on the D-pad and hold the L and R buttons; while holding those buttons, press START to get the stage-select menu. Use L, R, X and Y to change the stage number.

PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

Enter the password PCMNDPW.

Play Ms. Pac-Man

Enter the password MSPCMDN.

Play the Mine Cart Levels

Enter the password FFTDB2W.

Sound Test

Enter BGMQRST.

Time Trial

Enter TRLMDPW.

Pattern Test

Enter PCMNPTT.

PILOTWINGS

Passwords

Level 2: 985206

Level 3: 394391

Level 4: 520771

Level 5 (Heli): 108048

Level 6: 400718

Level 7: 773224

Level 8: 165411

Level 9: 760357

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press B on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the Y button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press B again on Controller 2 to get out of "Exploration Mode."

Invincibility

To make the Pink Panther invincible, hold the L button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

Slow-Motion Mode

To play in slow-motion, hold the R

button on Controller 2.

Stage Skip

To access a stage-skip option, simply hold SELECT and press START on Controller 1 during the game. You'll be sent to the beginning of the next level.

PITFALL: THE MAYAN ADVENTURE

Direct to 2600 Pitfall!

At the title screen press SELECT, A, A, A, A, A, SELECT and START.

POCKY & ROCKY

Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, A, B, B, B, B, A, B, A, B, A, B. Next, press START for the stage select menu.

POWER INSTINCT

Play as Super Otane

At the Game Start screen, put the cursor on V.S. Mode. Hold down Y, B, A and press START. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holding the L and R buttons, punch in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press START.

RADICAL REX

Stage Select

Go to the Title Screen. On Controller 2 enter the code Right, A, Down, Right, Y, X.

RISE OF THE ROBOTS

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-

player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: Down, Down, Down, Down + any button

Reverse Opponent's Controls: Forward, Forward, Forward, Forward + any button

Take No Damage: Back, Back, Back, Back + any button

Invisibility: Up, Up, Up, Up + any button

Boss Code

At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: Down, Back, Up

Mantis Kick: Down, Toward, Up

Invincibility

At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission modes.

Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B. You'll see all of the game's full-motion video scenes, one after another.

ROAD RUNNER'S DEATH VALLEY RALLY

75 Lives Code

At the title screen, hold Left, SELECT, Y, R and START. Continue to hold these buttons down until the name of the first stage ("Zippity Splat") appears—you will start the game with 75 lives in reserve.

Butch

"Yee-haw! I'm a killin' man AND I LIKE IT!" — Game Players

When I find F.J.B. I'm gonna dress him up in a hideous Jay-glow mini-skirt, paint his toes violet, and call him "Dolly." Then I'll waste him.

Zoom In & Out Of Action

Features Music of Pop Will Eat Itself

What Good Is A Sony® Playstation™ If It Isn't

LOADED

PlayStation

WEAPON OF CHOICE: Flame Thrower
SUPER WEAPON: Explosive Ring

KILLER TIP: Fights best against the ropes. Back into a corner and mow 'em down.

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BY GAMERS. FOR GAMERS.

SAMURAI SHODOWN

Play as Amakusa

At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press **start** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background

At the Options screen, quickly press **Up, Right, B, Down, Left, B**. The screen will flash yellow. Next, in the Duel mode, press **X+B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code

At the Options screen, quickly press **Y, X, B, A, L, R**. The screen will flash red; now there's blood in the game.

SPIDER-MAN

Level Select

After Spidey swings in and lands on the building on the title screen, press **Y, A, X, B, A, Right, Left**.

STAR FOX

Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

CONTROLLER ONE:

Left and Right—Rotate object horizontally

Up and Down—Rotate object vertically

L button—Zoom in

R button—Zoom out

X button—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen

CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B—Change to a different object

Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A

giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

STAR TREK: STARFLEET ACADEMY

Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down **L, R, SELECT** and enter the code **A, Y, B, Y** at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

Choose Playtester Names

At the "New Cadet Registration" screen, hold down **L, R, SELECT** and enter the code **X, Y, X, Y** to select the name of one of the game's playtesters. Choose *Star Trek Series Names*. After you have entered the **X, Y, X, Y** code at the "New Cadet Registration" screen, hold down **L, R, SELECT** again and punch in **A, B, A, B**. Now you can play as James T. Kirk or any of the rest of them.

Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X, Y, X, Y** and **A, B, A, B** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

Passcodes

Freshman Year

Mission 101: XXXRXXRYXRRL

Mission 102: XXXRAXALXRYR

Mission 103: XXXRLYYAXRYR

Mission 104: XXXRYAXXRRL

Mission 105: XXXRBAXLXRYA

Sophomore Year

Mission 201: XXXRRYXRYYB

Mission 202: XXXLXXABXYA

Mission 203: XXXLAXYXYA

Mission 204: XXXLYAXXYX

Mission 205: XXXLYAXLYYA

Junior Year

Mission 301: XXXLBXYRLXX

Mission 302: XXXLRXYRLXR

Mission 303: XXXBXXALYLB

Mission 304: XXXBAYAYLXA

Mission 305: XXXBLYAXLYX

Senior Year

Mission 401: XXXBYXYRYBL

Mission 402: XXXBBXABYYBA

Mission 403: XXXBRYAYYBX

Mission 404: XXXAXYAYYBA

Mission 405: XXXAAYYYBYB

Final Exam

Mission 000: XXXALAXRYBY

STREET FIGHTER II

Remove Energy Bars

Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All of the game's music and sound effects will be disabled, too. Continuing to do this trick more than 27 times may cause strange effects.

STREET FIGHTER II TURBO

Disable Special Moves—Player One

Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

Extra Turbo Speed

Press **Down, R, Up, L, Y, B** on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyper-speed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

SUPER BOMBERMAN

Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bombermen have been reduced to microscopic size.

SUPER BOMBERMAN 2

Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763

Stage 4: 8784

Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors.

Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

SUPER GHOULS 'N' GHOSTS

Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

SUPER MARIO KART

Character Shrink

To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunk" character will be flattened if he or she comes into contact with any other driver.

Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.

2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold **L, R** and **Y** at the menu

screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes." Hidden Courses for Time Trial2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L, R, L, R, L, R, R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

SUPER NOVA

Boss Mode

When the Taito logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUNCH-OUT!!

Sound Test

When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

SUPER PUTTY

Stage Skip

Press **START** to pause the game, then press **R, A, L, L, R, Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

SUPER R-TYPE

Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold **R** (on top of the controller) and **A** at the same time. Now press **Up** nine times. Press **START** to begin play, then press it again to pause. Once you've paused the game, press **R** and **A** at the same time, then press **SELECT**. You should notice some numbers in the bottom left portion of the screen.

SUPER SLAP SHOT

Change Team Skills

Enter the password ".BR. C.D. BR." and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating.

Inverted Players

Enter the password ".SCH. R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

SUPER SMASH T.V.

Sound Test

On the one/two player select screen, press **Left, Right, Left, Left, Right**. To call up the sound test screen. Press the **START** button to exit.

Up to Seven Lives and Seven Continues

On the one/two player select screen, press **Down, Left, Right, Up**. You'll enter a screen where you can set the amount of lives and continues you have at the start of the game. You can have from three to seven lives, and from four to seven continues.

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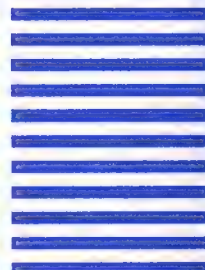
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Secret Rooms

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them.

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right.

Pleasure Dome

You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), simply run through the door at the bottom of the screen.

SUPER STAR WARS

Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press **A, A, A, X, B, B, B, Y, X, X, X, A, Y, Y, Y, Y, B**—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."

Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold **A, B, X, Y, SELECT** and **START** on Controller 2 and press **START** on Controller 1. Release all the buttons, and you'll start the game with your character's **X** and **Y** coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously).

SUPER STAR WARS: RETURN OF THE JEDI

Jedi Passwords

Play every level on all of the difficulty settings.

EASY

Tatooine: RLQGMN
Jabba's Hall: ZJLMRJ
Jabba's Palace: LZLKJF
Rancor Pit: VTYMZK
Sail Barge: QZNFPP
Inside Barge: VKCDFD
Speeder Bike: ZCTKFC
Ewok Village 1: QXYHBB
Ewok Village 2: LFWLTQ
Endor: QDQGGH

Millennium Falcon: CPMRZY
Power Generator: CDWLTY
Inside Death Star: BPFZQ
Millennium Falcon: RMNVLC
Tower: RVKFKG

Tower Entrance (Vader): VQXDQJ
Emperor's Chamber: HLQMLV
Millennium Falcon 1: VQJGVF
Millennium Falcon 2: ZZSTXZ

BRAVE

Tatooine: BGFSMH
Jabba's Hall: JVLPH
Jabba's Palace: VDLBGG
Rancor Pit: MKYXVN
Sail Barge: LBRHFR
Inside Barge: GPTDZC
Speeder Bike: DDDQYZ
Ewok Village 1: TLVHFT
Ewok Village 2: NVBJJH
Endor: GRMJYX

Millennium Falcon: ZKQHQQ
Power Generator: WCBMKS
Inside Death Star: KXVZZD
Millennium Falcon: BWGPHZ
Tower: MKZYDP

Tower Entrance (Vader): KHWKCB
Emperor's Chamber: WDSMNN
Millennium Falcon 1: QWYXGN
Millennium Falcon 2: BG5WLD

JEDI

Tatooine: RRSBTS
Jabba's Hall: YQYHJN
Jabba's Palace: ZPNKKZ
Rancor Pit: BZGBJX
Sail Barge: MSDZZR
Inside Barge: XXVPBG
Speeder Bike: CQGBKP
Ewok Village 1: XNHP5F
Ewok Village 2: KQMLXP
Endor: MFWHQM
Millennium Falcon: VCYNPN
Power Generator: BP5DVS
Inside Death Star: D5FYGD
Millennium Falcon: NJHPHL
Tower: BZCBB

Tower Entrance (Vader): VGKSNJ
Emperor's Chamber: PPNNZY
Millennium Falcon 1: CJQKMX
Millennium Falcon 2: TXQLTM

SUPER STRIKE EAGLE

Bonus Secret Mission

Enter the access code **G6CH4228** to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

SUPER TENNIS

Don J Password

K8XD3HR—FTLWJPCC
2GNYBQ1—4065C6P
DJSTK8X—D3HRFTL
WJPPDLW—1RK
Don J is located on a secret island you can't see on the world map.
Exhibition Tournament Password
PC2GNYB—Q140065C
TLWJPC2—GNYBQ14
6PDJSTK—8XD3HRF
065QJNM—FTW

Change the Music

On the Select Player screen, press these buttons: **Left** five times, **X**, **Right** seven times and **X**.

T2: THE ARCADE GAME

Stage Skip

At the title screen, press **Left, Up, Right, Up, Left, Left, Left, Right, Down, Down** before the High Score screen appears. Then, on the High Score screen, press **Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up**. Now you can skip to the end of any stage like so: Pause the game, hold the **L** button, unpause.

TAZ-MANIA

Ten Continues

Press **B, A, Y, A, X, A** at the "OPTIONS" menu.

Twenty Continues

Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** at the "OPTIONS" menu.

Stage Select

Press **A, Y, A, Y, X, Y, B, A, R, L** at the "OPTIONS" menu.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Use Ultimate Attack in Story Battle Mode

At the title screen, enter the following code on Controller 2: **Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X**. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.

10 Credits

Use Controller 2 at the title screen and tap in **B, B, B, A, A, A, X, X, X, X, X, X, X, X**. Now go to the Option Menu

using Controller 1 and you'll see that a 10-credit selection can now be made.

Boss Code

Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing **Right** while Shredder is highlighted (or by pressing **Left** while Leo is highlighted.)

Hyper Speed Mode

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

TOM AND JERRY

99 Lives

Press **START** during the game to pause, then press **L, Y, B, B, A, X, Y, Y, B, R**. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

Stage Skip

Press **START** to pause the game, then press **L, X, A, Y, Y, B, R**. You'll be warped instantly to the end of the current stage.

TUFF E NUFF

Boss Code

Choose "START" from the title screen. At the scenario-select screen, press **Left** three times, **Right** three times, **Left** seven times. "Vs. CPU" should be the highlighted option. Press **START** and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access.

To play as boss characters in the two-player mode, enter the code as described, then push the **RESET** button on your SNES. Return to the scenario-select screen and press **Right** three times, **Left** three times, **Right** seven times. "1P vs. 2P" should be the highlighted option. Press **START** to access secret "boss" menus for both characters.

VORTEX

Cheat Passwords

Infinite Ammo—WSVTQ

Invincibility—HVZSM

Infinite lives—JTTSJ

Level switch—CTGXF

After entering the Level Switch password, start a regular game. Instead of going to the first stage, press **Up** or **Down** on the D-pad to change your starting level.

WOLFENSTEIN 3-D

Level Select

While holding the **R** button on top of the controller, turn on the SNES (or reset the console). Continue to hold **R** until B.J. appears on the screen with the mini-gun, then immediately press **Up** and **SELECT** simultaneously. The level select screen should then appear.

Extra Weapons, Ammo, and Keys

Press **R, Up, B, A** quickly at the Map Screen. Use this as many times as you want to resupply.

God Mode

Press **B, Up, B, A** quickly at the Map Screen to become invincible.

Full Level Map

Press **A, A, Up, B** quickly at the Map Screen. Hit **START** to exit the Map

Screen, then press **START** again see the whole level, including secret rooms.

Level Skip

Press **Up, B, R, B** quickly at the Map Screen; you'll be sent to the end of the current stage.

WWF ROYAL RUMBLE

Super Punch

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the **B** button and press **Y** as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a Super Punch that takes away half of your opponent's energy meter with just one hit.

Character vs. Same Character

At the character-select screen, tap the **L** button (on top of the controller) to make the **WWF** logo in the background stop moving. Next, press and hold the **R** button, then press and hold the **L** button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the **SELECT** button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose the same wrestler you've picked, or you can select the same character to be his own tag-team partner.

X-KALIBER 2097

Level Select

At the title screen—the one with the 1 Player/2 Player game select—press **Right, Right, Left, Left, Up, Down, Left, Down, Down, Down**. Next, press the **A** button to get a Round Select menu.

Invincibility

Also at the *X-Kaliber 2097* title screen, try punching in the code **Left, Left, Right, Right, Down, Up, Right, Up, Up, Up**. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOSHI'S SAFARI

Special Mode

At the title screen, hold the **X, Y, L** and **R** buttons and press **START** to enter the game's "Special Mode," an all-new adventure that's different from the main game.

YS III: WANDERERS FROM YS

Invincibility

First begin and save a game. Then, press **RESET** and wait until the American Sammy logo is completely on the screen. Then press **Up, Down, Up, Down, SELECT, START** on Controller 2 before the logo disappears. Select Continue, and then press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.

Sound Test

During play press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2.

ZOMBIES ATE MY NEIGHBORS

Bonus Level Password

Enter the password "BCDF" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.

THE ADVENTURES OF BATMAN & ROBIN**Level Skip**

To skip the level you're currently on, press **START** to pause, then press **B, A, D, B, A, D, Left, Up, C** ("BAD BAD LUC".)

AERO THE ACRO-BAT**Level Select**

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu. *Infinite Stars/No Collisions*
Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

ALADDIN**Stage Skip**

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

ARCUS ODYSSEY**Act 8 Passwords for All Characters**

Jedda Chef: KJCBHNYXR

Bead Shira: KR0DE2IZX5

Diane Fireya: IJXBU2JOHNB

Erin Gashuna: HJKBQYIZPK

BARKLEY SHUT UP AND JAM! 2**Break the Backboard**

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C** +D-Pad in the direction of the hoop.

Monster Dunk

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C** +D-Pad in the direction of the hoop) from the *opposite* end of the court.

All-Barkley Code

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Pauly—Highlight **QUIT** and press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

Mirror Match

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then

press the **C** button three times. When you resume, your opponents will be your twins.

Play as Sir Charles in Tournament Mode

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. Answer **YES** to start over as Charles Barkley (Tournament Mode only.)

BATMAN**Unlimited Men**

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

BATMAN: RETURN OF THE JOKER**Passwords**

Level 2-2: NWKL

Level 3-1: LGZQ

Level 3-2: GPTW

Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN

Level 5-2: WBZT

Level 6-1: FFHG

Level 6-2: CKQG

Level 7-1: GPZT

BATLETOADS/DOUBLE DRAGON**Secret Warps**

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down, Up, Up, Down, A, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

BEYOND OASIS**Special Moves**

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.

Flip Slash: Hold **B**, press Forward, Back, Forward and release **B**.

Flash Stab: Forward, Forward, Forward, **B**

BOOGERMAN**Passwords**

LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Puss Creature, Miner Goblin

BOSS 1: Hick Boy

Ghost, Nose Goblin, Ghost, Puss Creature

LEVEL 2: The Pits

Puss Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta

Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville

Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy

Boogerman, Puss Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns

Nose Goblin, Puss Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant

Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace

Puss Creature, Boogerman, Ghost Puss Creature

FINAL BOSS: Boogmeister

Puss Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

BUBSY II**Cheat Codes**

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up, A, A, A, Down**

Jump Frenzy: **B, A, B, C**

99 Diving Suits: **B, Left, Up, B**

99 Portable Holes: **Right, Up, B, B**

99 Smart Bombs: **C, C, C, Up, Down, C**

99 Nerf Ballzooka Shots: **B, A, Left, Left**

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

CASTLEVANIA: BLOODLINES**Expert Level with Extra Lives**

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CENTURION: DEFENDER OF ROME**Password**

Use the following password to start the game at one of the most powerful levels with 11 consular legions and 35,000 talents:

TAGY-V6P5-QAAA-AH3K-VKVA-MIES.

CHUCK ROCK II**Level and Zone Skip**

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down**, and **A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused.

CRUE BALL**Stage Select/Sound Test**

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume".) Now you can also enter a sound test by pressing the **A, B** and **C** buttons simultaneously.

DAVID ROBINSON'S SUPREME COURT**Super-Short Games**

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the **A, B** and **C** buttons all the way down to 20 seconds.

DINOLAND**Megabonuses**

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the **B** button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the

bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

DUNE: THE BATTLE FOR ARRAKIS**Passwords**

Atreides

2 Diplomatic

3 SpiceDance

4 EternalSun

5 DeftHunter

6 FairMentat

7 ASHLIKENNY

8 SonicBlast

9 DuneRunner

Harkonnen

2 Demolition

3 SpiceSatyr

4 BurningSun

5 DarkHunter

6 EvilMentat

7 IYSIOEBWAN

8 Devastator

9 DeathRuler

Ordos

2 Domination

3 SpiceSaber

4 ArrakisSun

5 ColdHunter

6 WilyMentat

7 SlyMelanie

8 StealthWar

9 PowerCrush

DYNAMITE DUKE

Skip Levels, Increase the Number of Lives and Get Ten Continues

At the title screen, press **START** for the option mode to appear. Then press **C** ten times and the **START** button to enter the cheat screen.

EARTHWORM JIM**Weapon Power-Up (once per level)**

Pause the game and press **A, B, B, B, C, A, C, C**.

Energy Refill (once per level)

Pause the game and press **A, C, C, A, B, B, A, C**.

Skip to Level 2

Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A**.

David Pery's Private Cheat Mode

With the game paused, press **A+Left, B, B, A, A+Right, B, B, A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

Plasma Recharge

Pause the game and press **C+Down, A, B, C, A, B, A, C**. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

Extra Continue

Pause the game and press **A, B+Left, A, B, A, B, C, A**. Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.

Extra Jim

Pause the game and press **B+Up, B, A, C, A, A, A, A**. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

ECCO THE DOLPHIN

Super Cheat Menu!

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Invincibility

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

EL VIENTO

All the Magics

Press **START** to pause the game, then press **Up, Left, Right, Down, C**. Repeat this sequence five more times.

Slow-Motion

Press **START** to pause the game, then press **Up, Left, Right, Down, A**.

Stage Skip

Press **START** to pause the game, then press **Up, Left, Right, Down, B** to skip stages, advancing to the next one.

"Color Bar" Test Pattern

Press **A, B, C** and **START** when the Wolfteam logo appears on the screen.

ESPN NATIONAL HOCKEY NIGHT

Extra Teams

Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

Brutal Menu

The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."

Pong

The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.

Octopong

A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

EX-MUTANTS

Cheat Menu

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.

F-15 STRIKE EAGLE II

Hidden Re-Supply Option

Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up**. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

FATAL FURY

Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

GENERAL CHAOS

Secret Cheat Mode

Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

Maximum Medics

Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.

Battle Advance

Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2.

Full-Scale War Advance

Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

THE INCREDIBLE HULK

Hulk-Out Moves

These moves work when you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press **A**.
Pile Driver: Grab enemy, then press **A+B**.

Shoulder Charge: **Forward, Forward, C, Forward**.

JENNIFER CAPRIATI TENNIS

New Players

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.)

Secret Configuration Mode!

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

THE JUNGLE BOOK

Extra Stuff/Warps

Each of these codes must be entered while the game is paused.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.

To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.

To reset the timer so that you only have 10 seconds left, press **A, B, A, A, B, B, A**.

Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset; when you restart, all of the characters will be upside down.

Start next to Baloo by pressing **B, A, L, U, U**.

Start next to Kaa by pressing **C, A, A, B, C, A, A**.

Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press **B, A, A, B, B, A, A, B, A, B, B, A, B, A**. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.

To start next to King Louie, press **Left, Up, A, Left, Up, A**.

To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**.

Debug Menu

On the first level, run all the way to

the right until you reach the briar patch. You'll know you're there when you see Mogwli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode!

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

Password Trick

Use the following password formula to start on any stage:

JP_0_ARK

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("←" or "→"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVWT7456KB—Campaign 2
9WT7NL6MHBV—Campaign 3
X7NL45HPG94—Campaign 4
VL456MGCVH—Campaign 5
WS6MHPJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
7PGCZJYK34X—Campaign 8
NCZJFD3BR67—Campaign 9

LOTUS II

Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press **B**. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUG-PACE" will give you a super-powered Lotus with a top speed of 176 mph.

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and pick any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

Play on Black Ice

Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

MEGA BOMBERMAN

Stage Passwords

Area 1—Jamm'n' Jungle

Stage 2: **6800**

Stage 3: **5120**

Boss: **7420**

Area 2—Vexin' Volcano

Stage 1: **4501**

Stage 2: **8111**

Stage 3: **7421**

Stage 4: **1051**

Boss: **3351**

Area 3—Slammin' Sea

Stage 1: **4502**

Stage 2: **8112**

Stage 3: **7422**

Stage 4: **1052**

Boss: **3352**

Area 4—Crankin' Castle

Stage 1: **6803**

Stage 2: **0513**

Stage 3: **9723**

Stage 4: **3353**

Boss: **5653**

Area 5—Thrashin' Tundra

Stage 1: **8114**

Stage 2: **2814**

Stage 3: **1134**

Stage 4: **5654**

Boss: **7954**

Area 6—Cruisin' Comet

Final Stage: **0515**

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MICKEY MOUSE IN CASTLE OF ILLUSION

Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of

marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

MICRO MACHINES

Super Cheats!

Press **B**, **Down**, **C**, **Down**, **Up**, **Down**, **Left**, **Down** while the game is paused to earn infinite lives. Press **Up**, **Down**, **A**, **B**, **Left**, **Right**, **C** while paused for a faster vehicle; you'll notice a higher top speed. Press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **START**, **Down** while paused for a higher difficulty level. Press **Left**, **Down**, **Up**, **Down**, **Right**, **Down**, **A**, **Down** while paused for a much higher difficulty level. Press **A**, **Up**, **B**, **Down**, **C**, **Left**, **START**, **Right** while paused for extra traction/better handling. Press **C**, **Up**, **Left**, **Right**, **A**, **B**, **A**, **C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MORTAL KOMBAT

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A**, **B**, **A**, **C**, **A**, **B**, **B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu that gives you the power to seriously modify the game.

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE!" and press **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**, **Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Ferality?

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away**, **Away**, **Away**, **Block**. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows. Mark Turmell: Enter **MJ**, highlight **T**,

hold **START** and press **A**.

Sal DiVita: Enter **SA**, highlight **L**, hold **START** and press **C**.

Jamie Rivett: Enter **RJ**, highlight **R**, hold **START** and press **B**.

Bill Clinton: Enter **AR**, highlight **K**, hold **START** and press **A**.

Al Gore: Enter **NE**, highlight **T**, hold **START** and press **B**.

Dan "Weasel" Feinstein: Enter **SA**, highlight **X**, hold **START** and press **C**.

Asif "Chow-Chow" Chaudhri: Enter **CA**, highlight **R**, hold **START** and press **C**.

Tom "Scruff" Rademacher: Enter **RO**, highlight **D**, hold **START** and press **B**.

Eric "Kabuki" Kuby: Enter **QB**, highlight "■" (the space character), hold **START** and press **A**.

Eric "Air Dog" Samulski: Enter **AI**, highlight **R**, hold **START** and press **A**.

Warren Moon: Enter **UW**, highlight "■" (the space character), hold **START** and press **A**.

George "P-Funk" Clinton: Enter **DI**, highlight **S**, hold **START** and press **C**.

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press **A**, then press and hold **A**, **B** and **Down** until the tip-off.

"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.

Power-Up Defense: Press **A** five times.

Power-Up Turbo: Press **A** 13 times, then press and hold **A**, **B** and **C** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B**, **C** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight **"G"**, press **A**; highlight **"O"**, hold **START** and press **B**; highlight **"R"**, hold **START** and press **B**.

Benny (team mascot): Highlight **"B"**, hold **START** and press **B**; highlight **"N"**, press **A**; highlight **"Y"**, hold **START** and press **C**.

Hugo (team mascot): Highlight **"H"**, press **A**; highlight **"G"**, hold **START** and press **C**; highlight **"O"**, hold **START** and press **A**.

Crunch (team mascot): Highlight **"C"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **B**; highlight **"N"**, press **A**.

Bill Clinton: Highlight **"C"**, hold **START** and press **A**; highlight **"I"**, press **A**; highlight **"C"**, hold **START** and press **B**.

Hilary Clinton: Highlight **"H"**, press **A**; highlight **"C"**, hold **START** and press **B**; highlight "■" (the space character), press **A**.

Prince Charles: Highlight **"R"**, hold **START** and press **B**; highlight **"O"**, hold **START** and press **A**; highlight **"Y"**, press **A**.

Heavy D: Highlight **"H"**, hold **START** and press **A**; highlight **"V"**, press **A**; highlight **"Y"**, hold **START** and press **B**.

Jazzy Jeff: Highlight **"J"**, hold

START and press **C**; highlight **"A"**, hold **START** and press **A**; highlight **"Z"**, hold **START** and press **A**.

Fresh Prince: Highlight **"W"**, hold **START** and press **C**; highlight **"I"**, hold **START** and press **B**; highlight **"L"**, press **A**.

Larry Bird: Highlight **"B"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **C**; highlight **"D"**, hold **START** and press **A**.

Frank Thomas: Highlight **"S"**, hold **START** and press **B**; highlight **"O"**, press **A**; highlight **"X"**, hold **START** and press **A**.

Randall Cunningham: Highlight **"P"**, press **A**; highlight **"H"**, hold **START** and press **A**; highlight **"I"**, hold **START** and press **C**.

Mike D: Highlight **"M"**, hold **START** and press **C**; highlight **"K"**, press **A**; highlight **"D"**, hold **START** and press **C**.

AdRock: Highlight **"A"**, press **A**; highlight **"D"**, hold **START** and press **C**; highlight **"R"**, hold **START** and press **B**.

MCA: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"A"**, press **A**.

Mark Turmell: Highlight **"M"**, hold **START** and press **A**; highlight **"J"**, press **A**; highlight **"T"**, hold **START** and press **A**.

Jamie Rivett: Highlight **"R"**, press **A**; highlight **"J"**, hold **START** and press **A**; highlight **"R"**, hold **START** and press **C**.

Sal DiVita: Highlight **"S"**, hold **START** and press **A**; highlight **"A"**, hold **START** and press **C**; highlight **"L"**, press **A**.

Shawn Liptak: Highlight **"S"**, press **A**; highlight **"L"**, hold **START** and press **B**; highlight "■" (the space character), hold **START** and press **B**.

Tony Gaskie: Highlight **"T"**, hold **START** and press **B**; highlight **"W"**, press **A**; highlight **"G"**, hold **START** and press **A**.

John Carlton: Highlight **"J"**, hold **START** and press **C**; highlight **"M"**, hold **START** and press **C**; highlight **"C"**, hold **START** and press **B**.

Jay Moon: Highlight **"J"**, press **A**; highlight **"A"**, hold **START** and press **A**; highlight **"Y"**, hold **START** and press **B**.

Kirby: Highlight **"C"**, hold **START** and press **B**; highlight **"K"**, press **A**; highlight "■" (the space character), hold **START** and press **C**.

Snake: Highlight **"G"**, hold **START** and press **A**; highlight **"O"**, hold **START** and press **C**; highlight **"F"**, hold **START** and press **B**.

Falco: Highlight **"J"**, hold **START** and press **A**; highlight **"F"**, press **A**; highlight "■" (the space character), hold **START** and press **C**.

Muskett: Highlight **"M"**, hold **START** and press **B**; highlight **"C"**, hold **START** and press **B**; highlight **"M"**, hold **START** and press **C**.

Hill: Highlight **"N"**, hold **START** and press **A**; highlight **"D"**, hold **START** and press **B**; highlight **"H"**, hold **START** and press **A**.

Chow Chow: Highlight **"A"**, press **A**; highlight **"M"**, hold **START** and press **A**; highlight **"X"**, hold **START** and press **C**.

Weasel: Highlight **"R"**, hold **START** and press **B**; highlight **"A"**, hold **START** and press **A**; highlight **"Y"**, hold **START** and press **C**.

Brutah: Highlight **"L"**, hold **START**

and press **A**; highlight **"G"**, hold **START** and press **B**; highlight **"N"**, press **A**.

Kabuki: Highlight **"D"**, press **A**; highlight **"A"**, hold **START** and press **B**; highlight **"N"**, hold **START** and press **A**.

Facime: Highlight **"X"**, hold **START** and press **B**; highlight **"Y"**, hold **START** and press **B**; highlight **"Z"**, hold **START** and press **A**.

Blaze: Highlight **"B"**, hold **START** and press **C**; highlight **"L"**, press **A**; highlight **"Z"**, hold **START** and press **C**.

Kid Silk: Highlight **"K"**, press **A**; highlight **"S"**, hold **START** and press **B**; highlight **"K"**, hold **START** and press **C**.

Scooter Pie: Highlight **"H"**, hold **START** and press **A**; highlight **"T"**, press **A**; highlight **"P"**, hold **START** and press **C**.

Moosekat: Highlight **"M"**, hold **START** and press **B**; highlight **"P"**, hold **START** and press **C**; highlight **"F"**, press **A**.

Air Dog: Highlight **"A"**, hold **START** and press **C**; highlight **"I"**, press **A**; highlight **"R"**, hold **START** and press **B**.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up**, **Up**, **Down**, **Down**, **B**

Quick Hands: **Left**, **Left**, **Left**, **Left**, **A**, **Right**

Max. Power: **Right**, **Right**, **Left**, **Right**, **B**, **B**, **Right**

Powerup Goaltending: **Right**, **Up**, **Down**, **Right**, **Down**, **Up**

Powerup Fire: **Down**, **Right**, **Right**, **B**, **A**, **Left**

Powerup Turbo: **B**, **B**, **B**, **A**, **Down**, **Down**, **Up**, **Left**

Powerup Offense: **A**, **B**, **Up**, **A**, **B**, **Up**, **Down**

Powerup 3-Pointers: **Up**, **Down**, **Left**, **Right**, **Left**, **Down**, **Up**

Powerup Dunks: **Left**, **Right**, **A**, **B**, **B**, **A**

Powerup Push: **Down**, **Right**, **A**, **B**, **A**, **Right**, **Down**

Push One Opponent and Both Fall: **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, **Left**, **A**, **A**

Push One Opponent and Only Teammate Falls: **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, **Left**, **A**, **B**

Teleport Pass: **Up**, **Right**, **Right**, **Left**, **A**, **Down**, **Left**, **Left**, **Right**, **B**

High Shots: **Up**, **Down**, **Up**, **Down**, **Right**, **Up**, **A**, **A**, **A**, **Down**

Speed Up: **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, **Left**, **B**, **A**

Slippery Court: **A**, **A**, **A**, **A**, **A**, **Right**, **Right**, **Right**, **Right**

NBA LIVE '95

NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "RE-FLOG." (That's GOLF spelled backwards.) You'll get a playable demo of a golf game.

NHL '95

30-Second Periods

When the Controller Configuration screen comes up, hold **A**, **C** and

START, then release. The Scouting Report screen will come up, so press and hold **A**, **C** and **START** again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

OUTRUN 2019 Music Select

Hold the **C** button and press **START** at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES Original Pac-Man and Pac Jr.

Enter the code **PCMNORG** at the password screen to play the original *Pac-Man*.

Enter the code **PCJRDWP** at the password screen to play *Pac Jr.*

Sound Test

Enter **SO*NDTP**.

Pattern Test

Enter **P*TT*RN**.

Time Trial

Enter **TR**LMP** for the Time Trial. (Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS

New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

THE PIRATES OF DARK WATER

Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passwords:

IITBDIA—Port of Citadel

NCOOKIE—Citadel to Port

RITAZIM—Port to Citadel

JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains

SCOOBYD—Mountains to Janda

STOYODA—Andorus to Bridge

TADSHIM—Bridge to Andorus (full sword)

ALARTUS—Andorus to Maelstrom

DARRINS—Bridge to Maelstrom (full sword)

MALCOLM—Maelstrom to Cavens (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE Stage Select

At the title screen press **B**, **Right**, **A**, **Down**, **Right**, **Up**, **B**, **Left**, **A**, **Up**, **Right**, **A**, **Up** (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.

99 Weapons Power-Up

At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.

Go to the ABC Simon Game

At the title screen, press **B**, **A**, **Down**, **C**, **Right**, **A**, **B** (BAD CRAB). Direct to 2600 Pitfall!

At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

POWER MONGER

Conquest Password

Select the "Restore Conquest" option and enter the password **2MNOA2WSD**. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX

Stage Select

At the Title Screen, enter **A**, **C**, **Down**, **Right**, **Up**, **B** on Controller 2.

RED ZONE

Mission Skip

Mission 1: **ACCCBCABBAB**

Mission 2: **ABACBCBCABA**

Mission 3: **ACCCBCABBBA**

Mission 4: **ABACBCBCACC**

Mission 5: **BAAABBBCCBB**

Mission 6: **ABBABCAABCA**

Mission 7: **BAAABBBCAAAA**

Mission 8: **ABBABCAACAC**

Mission Skip and Invincibility

Mission 1: **BAABAACBCBA**

Mission 2: **ABBBABACBBC**

Mission 3: **BAABAACBCBA**

Mission 4: **ABBBABACBAC**

Mission 5: **BAACAABAACA**

Mission 6: **ABBCAACCCAC**

Mission 7: **BAACAABAABA**

Mission 8: **ABBCAACBCBC**

Secret Asteroids Game

Enter **ABCACACBCAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER

Nude Code

Hold **A**, **B**, **C**, **START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RISTAR

Cheat Passwords

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode

DOFEEL—Practice Bonus Rounds

ILOVEU—Stage Select

SUPER—"Super" difficulty level appears at the option screen

MAGURO—Adds a freaky new option to the sound test menu

XXXXXX—Cancel all passwords

ROBOCOP VS. THE TERMINATOR

MA-17 Code

Press **C**, **B**, **A**, **B**, **B**, **A**, **B**, **C**, **B**, **C**, **C**, **B**, **B**, **C**, **A**, **C**, **C**, **A**, **A**, **B**, **B**, **A**, **C**, **A** while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

54 Lives

Press **C**, **C**, **A**, **A**, **B**, **B**, **C**, **C**, **A**, **A**, **B**, **B** while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press **B**, **A**, **C**, **C**, **C**, **A**, **B**, **B**, **A**, **C**, **C**, **A**, **B** while paused. Next, start the game again and hold **Down**+**A**+**B**+**C** to choose different weapons.

TURBOCOP Mode

Press **A**, **B**, **C**, **C**, **B**, **A**, **C**, **B**, **A**, **C**, **B**, **A**, **A**, **C**, **A**, **C**, **B**, **C**, **A**, **C**, **A**, **B**, **C**, **B** while paused. Now you can do mega-jumps and rip through the levels as "Turbocop."

Immortality Level

Once you've entered the TURBOCOP Mode, start the "Trainer" level and move Robocop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor

Pause the game and press **A**, **B**, **C**, **C**, **B**, **A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press **Up**, **Down**, **B**, **Left**, **Right**, **B**. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code

At the Options screen, quickly press **A**, **B**, **C**, **B**, **A**. The screen will flash; now there's blood in the game.

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **Up**, **Right**, **Down**, **Left**, **Up**, **B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A**, **B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A**, **B** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code

Choose "Options" from the title

screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press **B** to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select

At the title screen, press **Up**, **Down**, **Left**, **Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold **A** and press **START** at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code **Up**, **Down**, **Down**, **Up**, **Up**, **Up**, **Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll through all of the Debug items and **C** to place them.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?", press **A**+**B**+**C** to access randomly-generated sphere bonus levels.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: **Down**, **Z**, **Up**, **X**, **A**, **Y**, **B**, **C**

THREE-BUTTON CODE: Down, C, Up, A, A, B, B, C

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE 2*Play Same Character*

At the title screen, press and hold **Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller Two, then continue to hold those buttons while you press **C** on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character!

SUNSET RIDERS*99 Continues*

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**; then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SYLVESTER AND TWEETY IN CAGEY CAPERS*Looney Cheats*

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

- Extra Time—Press **START** to pause, then press **Up, A, B, C, C, A, Up, C, C, C, Up**. The clock will be reset to zero.
- Extra Energy—Press **START** to pause, then press **A, A, B, B, A, B, C**. Sylvester's health will be restored.
- Extra Points—Press **START** to pause, then press **C, C, C, B, C, A, A, C, B, A** to increase your score by 10,000.
- Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.
- Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.
- Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press **C, C, B, C, A, B, C, A, B, C, Down** and unpause to skip to the next stage.
- See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, C, C, B, A, A**.

TAZ IN ESCAPE FROM MARS*Cheat Menu*

Press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

TAZ-MANIA*Super Cheats*

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You

should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS*Ultra Desperation Attacks*

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: $\leftarrow \rightarrow \downarrow \uparrow + C$
 Michaelangelo: $\rightarrow \leftarrow \downarrow + C$
 Donatello: $\leftarrow \rightarrow \downarrow + C$
 Raphael: $\leftarrow \rightarrow \downarrow \uparrow + C$
 Casey Jones: $\rightarrow \leftarrow + C$ (in close)
 Ray Fillet: $\leftarrow \rightarrow \downarrow \uparrow + C$
 April O'Neil: $\leftarrow \rightarrow \downarrow \uparrow + C$ (in close)
 Sisyphus: $\leftarrow \rightarrow \downarrow \uparrow + C$

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode

Enter the password **FQSTER**. Start the game. Fighter 2 is the Noob Sabot of Toughman Boxing.

To the Death Mode

Enter the password **2LT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

All The Moves

Enter the password **MRBUCKEYE**. Start the game. You can throw all of your power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

TYRANTS*Hidden Sinistar Game!*

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

URBAN STRIKE*Passwords**Baja Oil Rigs:*

CNHLGBR4NBF

Inside Main Oil Rig:

ZLGBWV3PFZD

Mexico:

BWVDR6MJYNNM

San Francisco:

NDR63P7VZLT

Alcatraz:

H63PMJT4SYL

New York:

LPMJ7V5XFZR

Las Vegas:

GJ7VT4FKYNNM

Casino:

BVT4SXYC-

*ZLT**Vegas Underground:*

WR63PMT4SYL

Special Passwords

To begin the game with 10 lives and

no co-pilots missing, enter the password **YCZ9NHLGBT7**.

To begin the game in Mexico with

16 lives, enter the password **9G6T9BR6S3V**.

WIZ 'N' LIZ*Cheat Passwords*

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password **TCDT GBBS**.

Other interesting passwords include **BBBB BBBB**, **TTTT TTTT**, **CBSK LGQD** and **MQHS PKDN**. The password **MGTP GLLS** will take you to the last round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level!

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen and you'll discover that there's a new "Super Wizard" difficulty level.

VIRTUA RACING*Backwards Tracks!*

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

XBAND GAME MODEM*Hidden Maze Game*

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, C** at the main XBand menu (Challenge/Player List/Mailbox etc.)

Change Text

To change the way the text moves on XBand menus, enter one of the following codes at the player-select screen:

Expand and contract—**Up, Down, Up, Up, Down, Left, Up**

Earthquake effect—**Right, Left, Right, Right, Up, Right, Left**

Restore default "wave" motion—**Left, Right, Left, Left, Up, Left, Right**

Sound Test

Press **Up, Up, Up, Left, Right, Left, Right, Up** at the main XBand menu.

Hidden "Fish Pong" Game

Press **Up, Up, Up, Up, Right, B** at the main XBand menu.

X-MEN*Stage Select and Other Cheats*

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

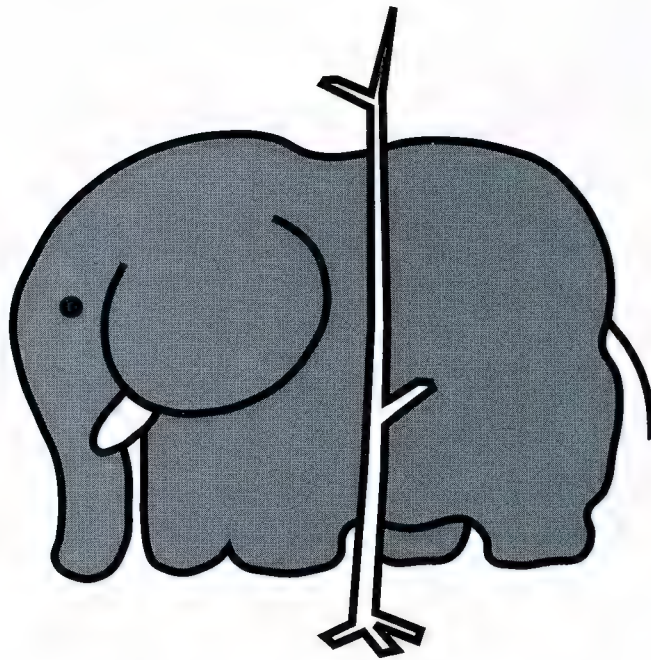
Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS*99 Lives*

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

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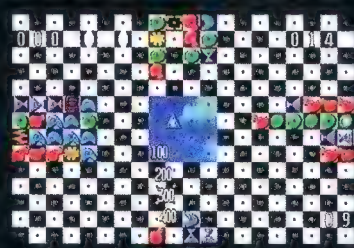
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GAME GEAR

AYRTON SENNA'S SUPER MONACO GP II

Ending password

Choose the "World Champion" mode and enter the password "CHAM-PION". You'll skip to the ending sequence with full credits.

BATMAN RETURNS

Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and when the logo fades, you'll access a "Sound Test" menu. Press the 2 button to hear each sound.

DEFENDERS OF OASIS

Sound Test

At the title screen, hold the D-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

ECCO: THE TIDES OF TIME

Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left**, 1, 2, 1, 2, **Down**, 2, **Up**.

KRUSTY'S FUN HOUSE

Super Passwords

Level 2: **SELMA**

Level 3: **SCRATCHY**

Level 4: **SKINNER**

Level 5: **GROENING**

To start the game with every single door unlocked, enter the password **TRACY**. This gives you immediate access to the entire Fun House.

LEMMINGS

Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons 1 and 2 while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

MORTAL KOMBAT

Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press 2, 1, 2, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

NBA JAM

Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter **MJ**, highlight "■" (the space character), press and hold **Up** (which will highlight the **T**), hold **START** and 2 and press 1.

Sal DiVita: Enter **SA**, highlight **M**, press and hold **Left** (which will highlight the **L**) and press 1.

Jamie Rivett: Enter **RJ**, highlight **Y**, press and hold **Up** (which will highlight the **R**) and press 1.

Bill Clinton: Enter **AR**, highlight **R**, press and hold **Up** (which will highlight the **K**), hold 2 and press 1.

Al Gore: Enter **NE**, highlight **M**, press and hold **Down** (which will highlight the **T**), hold 2 and press 1. Dan "Weasel" Feinstein: Enter **SA**, highlight **Y**, press and hold **Left** (which will highlight the **X**) and press 1.

Asif "Chow-Chow" Chauhdri: Enter **CA**, highlight **S**, press and hold **Left** (which will highlight the **R**), hold 2 and press 1.

Tom "Scruff" Rademacher: Enter **RO**, highlight **K**, press and hold **Up** (which will highlight the **D**) and press 1.

Eric "Kabuki" Kuby: Enter **QB**, highlight **T**, press and hold **Down** (which will highlight the space character) and press 1.

Eric "Air Dog" Samulski: Enter **AI**, highlight **Y**, press and hold **Up** (which will highlight the **R**), hold 2 and press 1.

Warren Moon: Enter **UW**, highlight **F**, press and hold **Up** (which will highlight the space character), hold **START** and press 1.

George "P-Funk" Clinton: Enter **DI**, highlight **R**, press and hold **Right** (which will highlight the **S**), hold 2 and press 1.

Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode", Power-Up Defense, Power-Up Fire). These cheats must be performed at the pre-game screen that says "Tonight's Match Up".

Shot Percentage Indicator: Press the 2 button, then press and hold 2 and **Down** until the tip-off.

"Juice Mode": Press the 1 button 13 times, then press and hold 1 and 2 until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the 1 button 15 times.

Power-Up Defense: Press the 1 button five times.

Power-Up Fire: Press the 2 button seven times, then press and hold 2 and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the 1 button 13 times.

PSYCHIC WORLD

Sound Test/Level Select

Press and hold **Up** and **Left**, 1 and 2 then press **START** during the main title screen. If you've done this correctly, you'll see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press 1 and 2 while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you

would have normally received playing to that point.

SAMURAI SHODOWN

Play as Amakusa

Press **X** three times while the Takara Logo is on the screen. Start a one player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original eleven characters.

SHINING FORCE: THE SWORD OF HAJYA

Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press 2. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press 2 again to access the character name configuration menus for the rest of your team.

SHINOBI

Sound Test

At the title screen, hold down button 2 and **Up** while pressing **START**.

SONIC THE HEDGEHOG 2

Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the lower left position and hold it there while you press and hold the 1 and 2 buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

SONIC CHAOS

Sound Test+Fireball

To access a sound test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, 1, 2, **START** while the words "Press Start Button" are flashing on the title screen. At the sound test menu, press **Up** or **Down** to change the sound numbers and press 2 to hear the sounds. Rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press 1 or 2 to make Sonic throw a fireball.

GAME BOY

BILL & TED'S EXCELLENT ADVENTURE

Passwords

Adventure 2: New Mexico 1879, 555-4239

Adventure 3: Ancient Greece 410 BC, 555-6767

Adventure 4: Medieval England 1456, 555-8942

Adventure 5: San Dimas 1,000,000 BC, 555-4118

Adventure 6: Shopping Mall, 555-8471

Adventure 7: School Room, 555-2989

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen.

Next, input your initials and press **A**. When the high score table appears, press **START**; you'll be taken to a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you can play as the boss character Goro and all of your opponents have been given strange new names like "Fergus".

SAMURAI SHODOWN

Secret Shodown Characters

To get three secret characters, press the **Select** button three times while Haohmaru is shown in the opening demo.

STAR TREK

Shortcut through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left**. You can only use this trick once in each level.

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

SUPER MARIO LAND 2—6 GOLDEN COINS

Play Demo Stages

Gate Zone: Hold **Up** and press **SELECT** at the title screen.

Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.

Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.

Macro Zone: Hold **Up**, **A** and **B** and press **SELECT** at the title screen.

TRACK MEET

Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name **SNAKE** to compete against the devious Irwin B. Cheatin.
- Enter **REGRUB** and you'll face off against Jack Strop, the most endorsed man in the world.
- Enter the name **APPLEII** to change some of the signs in the background to Apple II computer logos.

WHO FRAMED ROGER RABBIT?

Passwords

Scene 2: **DLT3QYBY**

Scene 3: **GPLDMSRC**

Scene 4: **MMCFGWXJ**

Scene 5: **BGQTVKJP**

Scene 6: **RTJBWN43**

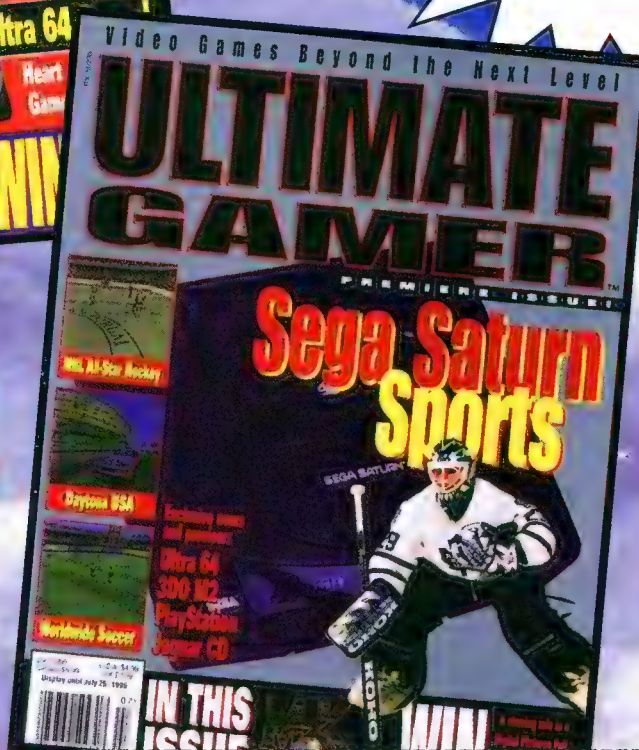
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ANDROID ASSAULT

Cheat Mode

Press **Up, B, A, C, A, Down, B, A, C, A** at the game's title screen. You'll hear a jingle to confirm the code. Now go to the Option Mode menu and press **Left** twice to get the secret option menu. Turn the "Immortal" option on to make yourself invincible, use the "Stage" setting to skip through the levels and adjust the "Weapon-L" setting to power-up your ship's guns.

BATMAN RETURNS

Stage Select

Select "Options" from the title screen. Change the Game Type to "Platform Only." Now, enter the following code on the control panel by holding **Left** on the control pad and pressing **B** while Batman's finger is over each number in this order: **1, 7, 1, 6, 7**. Note that by holding **Left** and pressing **B** you don't change the status of that item on the screen, but you do enter the number. You should hear a louder beep when you enter the last number to indicate that the stage-select code is in place. Next, set up the game options any way you like, then point to the number of the stage you wish to start at. Hold **Left** and press **B** to start at that stage. Choosing 7 as your starting stage will send you back to the title screen, since each of the three game types consists of five stages plus an ending sequence.

Stage Skip

Set the Game Type to "Driving Only," then hold **Left** and press **B** at each of the following numbers: **1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1**. You should hear a beep confirming the code. Once that sequence has been performed, start the game, and you'll find that you can skip stages at any time by pressing the **C** button while the game is paused.

BATTLECORPS

Secret Map Option

Pause the game and press **B, A, B, A, Right, A, C, Up, START**. Now you have an on-screen map of the current stage.

BRUTAL

Boss Code

At the title screen, enter the code **Up, Down, A, B, C, C, B, A, Down, Up**. Now you can choose Karate Croc at the "Choose a Character" screen.

BLACK HOLE ASSAULT

Cheat Mode

If you enter your name as "BIGNET" in Operation BHA, you'll be able to win every battle easily. Just press **START** on Controller 2 during any battle, and your opponent's energy will run out as he crumples to the ground and dies!

Hidden Game

Enter your name as "AZY" (without a period) and choose Operation BHA—you'll get a hidden game, *Black Ball Assault*.

CADILLACS AND DINOSAURS

Poacher Yells

Pause the game and press **C, A, Down**. Do poacher yells by pressing the **MODE** button (only on six-button controllers) during the game.

Extra Time

Pause the game and hit **A, C, A, Down**; you'll hear a sound effect.

Extra Easy Difficulty

Press **C, A, Right, B** while paused.

One More Life

Pause the game and hit **C, A, Down, A, Left, Left, A, C** ("Cadallac").

Level Select

Pause the game and hit **C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B**. You'll hear a sound effect. Press **A, B, C** and **START** at the same time to go back to the main menu. You can toggle between the nine chapters using the D-pad.

CLIFFHANGER

99 Credits

Use Controller 2 and press **Left, Right, START, C, A** at the title screen. If you've done it right, a tone will sound and the words "99 Continues" will appear in the top left corner of the screen.

Time Trial Snowboarding

Press **C, B, A, Up, Down, Left, Right** and **START** on Controller 2 at the title screen. The word "Special" will appear on the screen option menu. Select this option, and you can choose from a menu of eight different time trial courses.

Snowboard Sequences Only

To race through the avalanche snowboard levels, use Controller 2 at the title screen and press **A, B, C, Down, Up**. The word "Snowboarding" will appear in the upper left corner. Now when you start the game, you will go directly to the first snowboard level.

Level Skip

Press **START, C, B, A, Right, Left, Right, Left** on Controller 2 at the title screen. The words "Level Skip" will appear. Start the game as you would normally; when you feel like jumping ahead, press **START** to pause and press **C** to skip to the next level.

COBRA COMMAND

Training Mode

Press **START** at the title screen. When you see the words "Game Start" and "Config Mode," press **Up, Down, Left** and **Right**. You'll hear a short explosion sound. Next, go to the "Config Mode" menu and you'll find a new difficulty setting, "Training". In the Training mode, you can continue at the point you had reached when you were killed instead of being sent back to the beginning of the stage.

Stage Select/Stage Skip

When you see the words "Game Start" and "Config Mode," press **Up, Down, Left, Right, Right, Up**. You should hear two explosions during this sequence.

When you reach the screen that says "New York—Stage 1," you can press **Right** or **Left** on the D-pad to change your starting level. Once the action starts, you can skip

to the end of the current stage simply by pressing **START**. Press **START** in the final stage, and you'll skip to the ending credits.

Screen Garbage

With the stage-select code in place, pressing **A, B** and **C** at the same time will give you a screenful of hexadecimal code that overlays the action.

CORPSE KILLER

Armor-Piercing Bullets and Datura Quests

If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don't waste it.

DOUBLE SWITCH

Hidden Video Clip

Play through the game until you reach Act III. Once you've made it to Act III, sit back and intentionally lose the game by letting the Power Box get turned off, or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left, A, Up, Right** and **A** on Controller 1 before the clip ends. The normal "game over" scene disappears, and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips).

DRAGON'S LAIR

View Every Scene

Start a new game and press **START** to pause. Press **Right, Right, Left, Left, Down, Down, Up, Up**, then press **START** again to unpause. You will die, but the "Lives" counter will still say "5", indicating that the cheat is in place. Now you can sit back with a drink and watch as the game plays through every scene by itself.

EARTHWORM JIM SPECIAL EDITION

All the Cheats

Each of these cheats can be activated during the game by pressing **START** to pause, then entering the code. Each code consists of exactly eight steps; when two buttons are separated by a plus sign (e.g. "A+B") it means that those two buttons must be pressed at the same time.

Cheat Menu—**A+B, C, C, A, A, B, B, B+C**
Level Skip—**B, B, A, C, A+B, A+B, A+B, A+B**
End Game—**A+C, A+C, A+C, A, B, C, B, A**
Invincibility—**A+B, A+B, C, A, Right, Right, Left, Right**

View Map—**A+B, C, C, C, A, B, B, B**
Extra Life—**A+Up, B, A, C, A, A, C, B**
Extra Life (once only)—**A, B, C, C, A, A, C, B**
Energy Replenish—**A+C, B, B, C, C, C, A, B**

Energy Replenish (once only)—A, C, B, C, B, A, A, C
 Weapon Replenish—A+C, A, B, B, C, A, C, C
 Weapon Replenish (once only)—A, B, C, B, C, A, C, C
 Plasma—C+Up, A, A, C, A, B, C, C
 Plasma (once only)—C, A, B, C, A, B, C, C
 Homing Missile—A+Right, A, A, B, A, C, B, A
 Homing Missile (once only)—A, A, C, B, A, C, C, C
 Continue—A+Down, A+Down, A+Left, A+Right, B, C, C, B+C
 Continue (once only)—A+Right, B+Up, A, C, C, B, C, A
 Groucho Marx—A, A, A, A, A, A, B, C
 Red Afro—C, A, A, A, A, A, B, C
 Black Afro—B, A, A, A, A, A, B, C
 Mick Jagger Lips—B, B, A, A, A, A, B, C
 Big Sunglasses—A, B, A, A, A, A, B, C
 Martian Ears—B, C, A, A, A, A, B, C
 Donkey Kong Head—Down+C, B, A, A, A, B, C
 Warp to "What the Heck?"—A, Right, A, C, C, Left, Right, A
 Warp to "What the Heck?" (Snowman)—Right, Right, Right, A, C, Left, Right, B
 Warp to "What the Heck?" (Evil the Cat)—Up, Down, Right, C, C, Left, Right, B
 Warp to "Big Bruty"—C, C, C, Left, Left, Left, Right, Right
 Warp to "Down the Tubes"—Up, Down, Left, Left, Up, Up, Up, Down
 Warp to "Tube Race"—Up, Up, Left, Left, Down, Left, Up, C
 Warp to "Snot a Problem" Round 1—C, B, C, Right, Right, Left, A, B
 Warp to "Snot a Problem" Round 2—Up, B, C, Down, Down, Down, A, C
 Warp to "Snot a Problem" Round 3—A, Up, C, Up, Up, Down, C, A
 Warp to "Level 5" (Lab)—A, B, B, Down, Right, Right, Left, Right
 Warp to "Level 5" (Falling Chicken)—A, B, C, Up, Down, Down, Down, Right
 Warp to "Level 5" (Naked Worm)—C, A, C, Left, Right, Up, Down, Right
 Warp to "Andy Asteroids?" Round 1—A, Left, A, C, C, B, B
 Warp to "Andy Asteroids?" Round 2—C, Down, A, A, Down, B, B, Down
 Warp to "Andy Asteroids?" Round 3—A, Down, Left, A, C, C, A, B
 Warp to "Andy Asteroids?" Round 4—A, Down, A, A, C, C, A, B
 Warp to "Andy Asteroids?" Round 5—A, Left, A, C, C, Down, Up, A
 Warp to "Andy Asteroids?" Round 6—A, Right, A, A, Right, B, Up, A
 Warp to "For Pete's Sake"—A, B, C, A, B, A, Down, Right
 Warp to "Intestinal Distress!"—C, C, A, Right, Left, Right, B, B
 Warp to "Who Turned Out the Light?" Part 1—A+C, B, Up, Left, Right, Right, Left, Left
 Warp to "Who Turned Out the Light?" Part 2—A, B, Up, B, Left, Right, C, Up
 Warp to "Who Turned Out the Light?" Part 3—A, B, C, Up, Left, A, Right, Right
 Warp to "Who Turned Out the Light?"

Part 4—A, C, Up, Left, C, Right, Left, B
 Warp to "Who Turned Out the Light?" Part 5—C, B, Up, Down, Left, Right, Right, Left
 Warp to "Buttville" (Helicopter)—B, B, Down, Down, A, Right, Right, Down
 Warp to "Buttville" (Queen)—A, C, Left, Right, B, Left, Left, Down
 Warp to "Pscrow!"—C, B, Up, Down, Down, Right, Down, Right

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARKSIDE

Power-Combo Requirements

1) Attacker hits the opponent with an unblockable series of hits. 2) Damage must meet or exceed 33%. 3) Final move in the combo must be a Special or Skill move.

Cinekills

Meet the following circumstances: Final Round; Victim is stunned; Victim has 20% or less health; Power-Combo Icon is active for victor. Cinekill will automatically be pulled off.

Secret Characters

Play Contest Mode and win 100 matches for Crispy and 200 matches for Blast.

FIFA INTERNATIONAL SOCCER

Super Cheats

Each of these codes works at the Game Options menu at the start of the game. The cheats will appear as menu items on the Game Options screen.

- **Invisible Walls:** Press C three times, B, A three times, B. Now the ball bounces back onto the field if kicked over a line.
- **Curve Ball:** Press B, A, C, B, C twice. Any ball you kick into the air can be curved to an insane degree with the control pad.
- **Crazy Ball:** Press C, A, B, C twice, B, A, C. The ball's physics are changed so that it bounces in some extremely bizarre ways.
- **Dream Team:** Press A twice, B twice, C twice, A twice. Your team is transformed into an unbeatable menace by turning up all of the player's attributes.
- **Super Power:** Press B, A, B eight times. Your players gain 25% more kicking power on kicks, passes and shots.
- **Super Goalie:** Press A five times, B five times. Your goalie now becomes godlike in speed and ability.
- **Super Offense:** press A five times, B, C. Your team's offensive skills are improved measurably.
- **Super Defense:** Press B five times, C, B. Your team's defensive skills are magically increased.

FINAL FIGHT CD

Rapid-Fire Mode

Highlight the word "EXIT" at the bottom of the option menu. Next, press and hold A, B and Right, and press START while you're holding those three buttons down. Begin the game, and you'll find that all of your action buttons have been equipped with rapid-fire—even on a standard controller—to attack your enemies with super-fast punches and throws.

JURASSIC PARK

Stage Select/Video Debug

You must have at least one egg placed in the incubator located in Wu's office at the Jurassic Park Visitors' Center. Once the egg is in place, save the game and exit the computer room. Now press the START button on Controller 2 and hold it down until the "Node Jumper" menu appears, allowing you to jump to any part of the game. Use Controller 1 to choose any stage, or press START to access a second menu called "JP-CD Video Sequences." It allows you to view all of Jurassic's video sequences, including the Transition Videos, the Dr. Bakker videos and the Video Mail Messages.

KEIO FLYING SQUADRON

Secret Game

At the "Start Game/Option" screen, press Left, Left, Right, Right, Down, Up, Down, Up. A hidden "Super Catch Game" will appear when you start a game.

Stage Select

Enter the code Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right. A stage select number will appear at the top of the screen if you did the code correctly. Choose from level 1 to 7.

LOADSTAR: THE LEGEND OF TULLY BODINE

Mort-Pong

When Mort appears on screen, pause the game and enter the code C, A, Left, Left, A, C, A, Left, Left, A. Unpause the game and Mort will dance around the screen like a game of Pong. Control your paddle by pressing Up or Down on the D-pad.

MAKE YOUR OWN MUSIC VIDEO: MARKY MARK AND THE FUNKY BUNCH MAKE YOUR OWN MUSIC VIDEO: C+C MUSIC FACTORY MAKE YOUR OWN MUSIC VIDEO: KRIS KROSS

Hidden Scenes

At the "U-Direct" menu of each of these discs, press A, B, C, Right to watch brief clips of behind-the-scenes footage in full-motion video; each game has a different outtake. During any of this Easter egg footage, press START to watch another hidden FMV sequence.

MICKY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Take That". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Stage Skip

At the difficulty/start screen, press B, A, C, C, A, B, A. Start the game; whenever you see a life gauge appear in the corner at the start of a combat sequence, just press the START button to skip to the next area.

MORTAL KOMBAT

DULLARD Code

At the Start/Options menu, press **Down, Up, Left, Left, A, Right, Down**. A new menu selection will appear called "Cheat Enabled." Most of the cheats are the same as on the Genesis version, but some of the names have been changed.

- **P1WINIP2WIN** (a.k.a. **FLAG0/FLAG1**): Player 1 and/or Player 2 starts each round in "Danger" mode—one hit and you're dead!
- **MOON** (a.k.a. **FLAG2**): Guarantees a silhouette in front of the moon on the Pit stage.
- **DADS** (formerly **FLAG3**): Changes the fighters' names to those of a British TV sitcom called *Dad's Army*.
- **GREEN** (a.k.a. **FLAG4**): Gives you Reptile hints before every battle.
- **LIVES** (a.k.a. **FLAG5**): Gives you infinite credits.
- **FLAG6** (same as Genesis): The computer does fatalities.
- **TURBO** (Formerly **FLAG7**): Lets you play the game in Turbo mode.

NIGHT TRAP

Hidden Footage

Watch the credits at the end of the game. When the words "In Memory of Stephen D. Hassenfeld" appear on the screen, press **Up, A, A, A, A, A**. You'll be shown some footage that was shot in Pawtucket in December of 1986 when Tom Zito (currently of Digital Pictures) and company first demonstrated a prototype of the NEMO game system for a group of Hasbro executives.

PANIC!

Scene Select

At the title screen, press **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down** to enter the Scene Select option. Try various numbers to start at different stages or see different scenes.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up** (That's **BRAD RUB LAURA U**). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**.

99 Weapons Power-Up

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**.

Go to the ABC Simon Game

At the title screen, press **B, A, Down, C, Right, A, B** (**BAD CRAB**).

Direct to 2600 Pitfall!

At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

PRIZE FIGHTER

Hidden Video Scenes

For a three-minute hidden scene in color,

press and hold **A, B, C** and **Right** at the Options menu. You must press the buttons in that order and continue to hold each button down until the hidden sequence begins.

RADICAL REX

Stage Select

At the title screen, press **A, C, Down, Right, Up, B** on Controller 2.

REBEL ASSAULT

Stage Passwords

Easy:	Medium	Hard
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNX
RALRRA	LEENA	DEFEL
FRIJA	THRAWN	JEDGAR
LAFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFI	RASKAR	RIFHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS
NORVAL	NKLLON	MALANI

Cheat Mode

As the LucasArts logo is spinning on to the screen at the beginning of the game, press **Up+A, Down+A, Up+A, Up+A, Left+A, Right+A**. Repeat the code until you hear a bell ring and a chorus of voices droning, "LucasArts!" With this cheat code in place, you can skip to the next stage at any time during the game by pressing **C**. Also, the option menu that appears when you pause the game will have two new options, "Restore Health" and "Remove Health." Highlight "Restore Health" and press **A** to refill your energy meter at any time.

SILPHEED

Stage Select

During the introduction sequence, press **Down, Down, Up, Up, Right, Left, Right, Left, A, B, START**. (There will be no signal to indicate that this cheat is in place, so enter the code carefully.) Start the game, and you'll find a stage-select option on the title screen. Pick a stage and press **A** to start there; pick a number higher than 12 to see the game's animated intermissions.

Shield Recharge

Also during the introduction sequence, press **Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up, START**. Now you can max out your shields at any time during the game by pressing **A** on Controller 2.

Voice Test

At the title screen, highlight "Option". Press and hold buttons **A, B** and **C** on Controller 2 and press **START** on Controller 1. The option menu now includes a "Voice Test" where the "Sound Test" option used to be. Press **Left** or **Right** on Controller 1 to choose a sound, then press **A, B** or **C** to play it. You can also change the playback rate of each sample by pressing **Left** or **Right** on Controller 2; this alters the speed

and pitch of the sound.

Infinite Continues

When you're down to your last continue, leave the cursor on the words "Continue 01" and wait for the game to go back to the introduction. When the demo sequence begins, press **Right, Up, A, B, C, Left, Left, Down, C, A, START**. You'll find that the number of continues shown on the title screen has been boosted to ten. Whenever you get down to your last continue; just perform the trick again for another ten chances.

Mania Mode

During the intro sequence, press **B, B, A, C, Up, Left, Right, Down, C, Up, A** on Controller 2, then press **START** on Controller 1. You'll know the cheat is in place if your score reads "00001" when you start the game. You're now in "Mania Mode", a difficulty setting that's even tougher than the "Hard Rank" on the option screen.

SLAM CITY WITH SCOTTIE PIPPEN

Super Slam vs. Fingers

Play against Fingers. Before he inbounds the ball to you, enter the code **B, A, Left, Left** ("BALL"). Now you can super-slam without hitting the "sweet spot."

SONIC CD

Stage Select

Enter the following code while the words "PRESS START" are flashing on the title screen: **Up, Down, Down, Left, Right, B**. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage. You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.

Title-Screen Tricks

While the words "PRESS START" are flashing on the screen, hold the **A** button and press **Up, Down, Down, Down, Down, Up**. Now grab controller two and start pressing the buttons to see what happens: Hold **Left** to zoom out, **Right** to zoom in, **Up** to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press **A** or **C** to rotate the clouds clockwise or counterclockwise, respectively; holding the **B** button speeds up the movement.

Secret Demo Mode

Play the Time Attack mode until your total time is less than 37'27"57. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the joystick as the game's characters fly across the foreground. Press **A** to choose a tune to listen to, press **B** to change the direction of the globe's rotation (hold **B** to make it spin faster) or hold **C** to zoom in—release **C** and hold it again to zoom out.

Bonus Round Time Attack

If you can get your total time below 30'21"05 in the Time Attack mode, you'll be able to access a new set of challenges by pressing **Left** on the control pad while the Time Attack menu is on the screen. Now you can race in the "Special Zone" bonus rounds.

Visual Mode

The most difficult Time Attack trick of all requires you to get your total time below 25'46"12. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo.

Sound/Music Test

Press **Down, Down, Down, Left, Right, A** while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA").

Secret Bonus Round

Using the Sound Test as described above, set all three menu items at "07" and press the **START** button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," a special bonus round! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.

Strange Message

Set up the numbers in the Sound Test as follows: **FM No. 46, PCM No. 12, DA No. 25**. Press **START**; this gives you a weird screen with an evil-looking Sonic behind a message in Japanese.

Sonic the Human Hedgehog?

Using the Sound Test, enter the following numbers: **FM No. 42, PCM No. 04, DA No. 21**. Press **START** and you'll get an eerie graphic of a half-human Sonic.

STELLAR FIRE

Stage Select

Go to the Start Game/Difficulty menu and highlight the word "Normal". Next, press **A** to cycle through the different difficulty settings and hold the **A** button down when you get back to the Normal setting. While holding **A**, press and hold **C** and **START**; then, while continuing to hold those three buttons—with the word "Normal" still on the screen—press **Up** on the D-pad. You'll hear a chime to indicate that you've skipped a stage; continue to press **Up** to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage, and so on.) Next, choose "Start Game" to play the selected stage.

THE TERMINATOR

Extra Weapons, Bombs, Lives

Hold the D-pad to the **Right** at the Start Game/Options screen, then press **B, C, B, B**. Release the D-pad and the cursor will change from an arrow into a square. Press **START** and you'll find the secret menu

that allows you to load up on guns, lives and bombs!

Level Select

First enter the code shown above. Once you're at the secret options menu, hold the D-pad **Left** and press **B, C, B, C**. Release the D-pad and the cursor will change from an arrow to a square. Go down to "Run Game" and press **A** to find the Level Select.

Infinite Shields

Go to the level-select screen by entering the codes shown above. Once you're there, hold the **B** button and press **Left, Right, Right, Left** on the D-pad. The cursor will change from an arrow to a square. When you start the game, you'll have infinite shields.

Full-Motion Video Scene Select

At the "Options" menu, hold the **C** button, push **Right, Left** and release **C**. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "Cinema Sequences." The menu contains all of the video sequences in the game.

VAY

Save Anywhere

If you're in an area where the "Save" option is not available, you can still save your game. Call up the menu and highlight the "STATUS" option. Hold the **START** button and point the D-pad diagonally in the **Down/Left** position. When the cursor jumps down to the previously-unavailable "SAVE" option, quickly press the **A** button for the save menu.

WILD WOODY

Super Cheat Code

At the title screen, hold **Down, A** and **C** on Controller 1 and hold **Left** and **B** on Controller 2; you'll hear a magical sound. Start the game and you'll be able to do all kinds of cool tricks with Controller 2. The **A** button on Controller 2 will refill your energy at any time. Pressing **B** on Controller 2 gives you a Sketch power-up at the same time; press **B** repeatedly to fill your book with tons of sketches. If you hold the **C** button on Controller 2, you can use the D-pad to move Woody around the screen, through enemies and obstacles; place him anywhere you like and release **C** to start there. Pressing **START** on Controller 2 brings up a full stage-select menu.

WWF RAGE IN THE CAGE

Player vs. Same Player

In a one player game, select "Player" on the "Opponent Chosen By" screen. When choosing your character, hold **Left** and press **C**. When you hear the signal that the wrestler has been chosen and the gold "Player" medallion appears by his name, press **Down** on the D-pad. A duplicate of the first character will appear, allowing you the option of picking the same wrestler to be your opponent.

32X

CORPSE KILLER

Armor-Piercing Bullets and Datura Quests
If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don't waste it.

DOOM

God Mode

You'll need a six-button controller. Pause the game and press **Up, Z, X**, and the **MODE** button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible.

All Weapons & Ammo

Pause the game. Press **Up, A, C**, and **MODE**.

SLAM CITY WITH SCOTTIE PIPPEN

Super Slam vs. Fingers

Play against Fingers. Before he inbounds the ball to you, enter the code **B, A, Left, Left** ("BALL"). Now you can super-slam without hitting the "sweet spot."

STAR WARS ARCADE

Suspend Time

Pause the game and press **Down, B, B, Up, Right, Left**.

Reset Timer

Pause the game and press **Left, Down, A, C, Down, Up**.

Sound Test

Pause the game and press **Up, Right, Left, A, Down, C**.

Note: You can't do these cheats without a six-button controller because in three-button mode the game has no pause feature.

SPACE HARRIER

Hidden Arcade Mode

When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. If you see "Insert Coins," you're in business. Now you'll have three continues at your disposal.

WWF RAW

Secret Character

If the selection of available wrestlers in the 32X version of RAW just isn't enough for you, we've got a secret code that gives you access to a hidden fighter. While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold L and press **Down**.

CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Z**.

Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a "Last Boss" option to the list.

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L, R, C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad in the **Up/Left** position, hold **X, Z, A** and **B** and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Begin-

ner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B.—Theme from *After Burner*
KAG—"Maximum Power" from *After Burner*

KOU—Title theme from *Alex Kidd*

SAO—"Break Out" from *Alien Storm*

JIM—Theme from *Alien Syndrome*

ANI—"Rise From Your Grave" from *Altered Beast*

YAM—"Choice" from *Bloxxed*

BNB—Theme from *Bonanza Bros.*

YOJ—"BGM A" from *Bonanza Bros.*

YAN—"Filthy" from *Columns*

IGA—"Select" from *Columns 2*

KOS—"King of Speed" from *Daytona USA*

LGA—"Let's Go Away" from *Daytona USA*

SKH—"Sky High" from *Daytona USA*

P.P.—"Pounding Pavement" from *Daytona USA*

DST—"Beat Away" from *Dunk Shot*

KAO—"Toast!" from *Dunk Shot*

H.S—"A.H.I.R.U." from *Dynamite Dux*

E.R.—Theme from *Enduro Racer*

MAS—"BGM 2" from *Enduro Racer*

EXN—"BGM A" from *Exhaust Note*

YUI—"Good! Let's Go!" from *Flashpoint*

GLC—"Air Battle" from *G-LOC*

NAG—Opening theme from *G-LOC*

G.F—"Beyond the Galaxy" from *Galaxy Force*

HSB—"Defeat" from *Galaxy Force*

GDA—"Wilderness" from *Golden Axe*

GPR—"Time Attack" from *GP Rider*

H.O—Main theme from *Hang-On*

K.T—"Advertise" from *Hang-On*

SHO—"Sprinter" from *Super Hang-On*

M.M—"Outside a Crisis" from *Super Hang-On*

KEN—"Title Demo theme from *Line of Fire*

UME—"MJ-Dance" from *Michael Jackson's Moonwalker*

.KK—"Theme of Kouchi" from *Original*

O.R—"Magical Sound Shower" from *OutRun*

TOR—"Rush A Difficulty" from *Turbo OutRun*

OSI—"Vivacious" from *Turbo OutRun*

ORS—"Adventure" from *OutRunners*

P.D—"Like the Wind" from *Power Drift*

ISO—"Poker Face" from *Power Drift*

QTT—"BGM 1" from *Quartet*

MIT—"Earth Frame G" from *R360*

TRS—"Earth Frame G" from *R360*

R.M—"Soup Up" from *Rad Mobile*

OKA—Theme from *Rent-A-Hero*

KAZ—"BGM 1" from *Scramble Spirits*

SDI—"System Down" from *S.D.I.*

MMM—"Blue Moon" from *S.D.I.*

S.H—Main theme from *Space Harrier*

S.C—"Game Start" from *Stadium Cross*

S.F.—Opening theme from *Strike Fighter*

ASA—"Funky Bomb" from *Strike Fighter*

SMG—"Advertise BGM" from *Super Monaco G.P.*

AO—"Name Entry" from *Super Monaco G.P.*

VMO—Theme from *Sword of Vermilion*

TET—"Tetrimix" from *Tetris*

T.B—"Burning Point" from *Thunder Blade*

NAK—"Type 2" from *Thunder Blade*

TAK—"Type 3" from *Super Thunder Blade*

AKJ—"Advertise" from *Virtua Cop*

DEK—"Advertise" from *Virtua Cop*

V.F—"Akira Stage" from *Virtua Fighter*

A.Y—"Akira Stage" from *Virtua Fighter*

J.B—"Jacky Stage" from *Virtua Fighter*

S.B—"Sarah Stage" from *Virtua Fighter*

PAI—"Pai Stage" from *Virtua Fighter*

K.M—"Kage Stage" from *Virtua Fighter*

W.H—"Wolf Stage" from *Virtua Fighter*

J.M—"Jeffrey Stage" from *Virtua Fighter*

LAU—"Lau Stage" from *Virtua Fighter*

VFT—"Lion Stage" from *Virtua Fighter 2*

V.R—"Polygonic Continent" from *Virtua Racing*

PANZER DRAGON

Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; you will now have infinite continues.

Invincibility

Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select

Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver

Press **L, R, A, B**, and **C** all at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, **R** button; you'll hear the confirmation sound again. Start the

game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X, Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:

Right—Rotate screen clockwise
Left—Rotate screen counter-clockwise

A+Right—Rotate image clockwise

A+Left—Rotate image counter-clockwise

Down—Zoom in

Up—Zoom out

A+Down—Tilt backward

A+Up—Tilt forward

X or **Y**—Hold either of these buttons to change the character's shading

A+B+C—Reset to the initial position and shading

When you're finished, press **START** on Controller 1 to return to the game. (This trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PEBBLE BEACH GOLF LINKS

Secret Video Menu

Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a video debug menu that allows you to watch any of the game's full-motion video scenes. Press **A** or **C** to start any scene; **B** brings you back to the menu.

Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press **Down, Up, Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up** 12 times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**—you'll find a hidden Stage Select/Stage Size menu.

Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up** 17 times and immediately press **START**, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and **R** at the title screen and press **START**.

Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.

BATTLE ARENA TOSHINDEN

Boss Codes

To play as Gaia:

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press $\downarrow\leftarrow\rightarrow\rightarrow$ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press $\rightarrow\leftarrow\leftarrow\rightarrow$ on Controller 2; you'll hear "Fight!" again and the text will change from pink to green. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any button.

To choose the alternate-color version of Gaia or Sho, hit **SELECT** before you hold the appropriate direction on the D-pad as described while choosing the character.

Easy Desperation Moves

Each character in *Toshinden* has a "desperation" attack that can only be performed while your own energy bar is flashing red. If you beat the one-player game, the screen will display instructions that show how to do your character's desperation move. Instead of memorizing all of the different moves for each fighter, here's an easier way: First, visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1," "Special 2," "Special 3" and "Special 4"—setting A4 is a good example. (Don't worry about losing the ability to rotate with the L and R buttons; did you know that if you quickly press **Down** twice, you'll rotate out of harm's way? You can't choose which direction you'll go in, but the cool thing about this method is that you'll always rotate toward the center of the arena.) Anyway, once your controller is set up as described, you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the secret code listed on this page to remove this restriction.

Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

Eiji: $\uparrow\uparrow\uparrow\downarrow\rightarrow\leftarrow\rightarrow\rightarrow\rightarrow\rightarrow\rightarrow$
 Kayin: $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Sofia (1): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Sofia (2): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Rungo: $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Fo (1): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Fo (2): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Fo (3): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$

Mondo: $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Duke: $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Ellis (1): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Ellis (2): $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Gaia: $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$
 Sho: $\rightarrow\downarrow\downarrow\downarrow\rightarrow\leftarrow\leftarrow\leftarrow\rightarrow\rightarrow\rightarrow$

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press $\leftarrow\rightarrow$ on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your "Super" attacks simply by holding the **SELECT** button and pressing all four L and R buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting
 Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press $\rightarrow\leftarrow\leftarrow\rightarrow$ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy."

Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons work as follows:

L1: Rotate counter-clockwise
 L2: Tilt backward
 R1: Rotate clockwise
 R2: Tilt forward

To access additional camera controls, press the **START** button to pause. While the "Pause" menu is on the screen, hold all four action buttons ($\times\rightarrow\leftarrow\rightarrow$) and press the **SELECT** button once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

L1: Pan left
 R1: Pan right
 D-pad Up: Pan up
 D-pad Down: Pan down
 L2: Zoom in
 R2: Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to

toggle between the rotate/tilt controls and the pan/zoom controls.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press $\circ, \circ, \text{Left}, \circ, \circ$. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

RIDGE RACER

Title Screen Tricks

If you hold the **L1** and **R1** buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back
 D-pad Down: Tilt forward
 D-pad Left: Rotate clockwise
 D-pad Right: Rotate counter-clockwise
 \square : Spin left
 \circ : Spin right
 \times : Zoom in
 \triangle : Zoom out

START: Makes flag transparent

Rotate Cars

At the Car Select screen, use the **L1** and **R1** buttons to change the speed and direction in which the car is rotating.

Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way." If you're going fast enough, you'll pass through the wall to race in "Mirror Mode."

Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

TEKKEN

Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the

\triangle button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-*Galaga* game. Method 1: Destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less. You'll get twin ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up, L1, \triangle** and **\times** on Controller 2 until the *Galaga* game starts. Now you can use twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. It's easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold \uparrow on the D-pad
 Paul: Hold \rightarrow on the D-pad
 Law: Hold \rightarrow on the D-pad
 Jack: Hold \downarrow on the D-pad
 Nina: Hold \downarrow on the D-pad
 King: Hold \leftarrow on the D-pad
 Yoshimitsu: Hold \leftarrow on the D-pad
 Michelle: Hold \rightarrow on the D-pad
 Heihachi: Hold **L1+L2+R1+R2**
 Lee: Hold **L1+L2+R1+R2+ \uparrow**
 Kuma: Hold **L1+L2+R1+R2+ \rightarrow**
 Wang: Hold **L1+L2+R1+R2+ \rightarrow**
 P. Jack: Hold **L1+L2+R1+R2+ \downarrow**
 Anna: Hold **L1+L2+R1+R2+ \downarrow**
 Armor King: Hold **L1+L2+R1+R2+ \leftarrow**
 Ganryu: Hold **L1+L2+R1+R2+ \leftarrow**
 Kunimitsu: Hold **L1+L2+R1+R2+ \rightarrow**

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know why it's in *Tekken*. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from *Pac-Man* including the dot-eater himself.

ATARI JAGUAR SYSTEM

Atari Screen Tricks

At the introductory Jaguar screen, you can hold the **PAUSE** button and press **Up** or **Down** on the D-pad to change the size of the spinning Jaguar cube. Press **Left** or **Right** on the D-pad while holding **PAUSE** to change the speed and/or direction of the rotation.

ALIEN VS PREDATOR

Code 1

This code only helps players using the Marine. At the main game screen Hold **PAUSE** and **OPTION**. Then press the 1 and 3 keys, release and hold down the 2, 5, 7 and 9 keys together. You'll hear the Predator laugh. The following function have been enabled
Security Clearance: Press **OPTION+6** to raise security level. Press **OPTION+9** to lower security level.

Motion Tracker: Press **OPTION+8** to toggle tracker on and off.

Weapon Access: Press **OPTION+1**, **OPTION+2**, **OPTION+3** or **OPTION+4** to access different Marine weapons.

All Weapon Recharge: Hold **OPTION+1**, 2, 3 and 4 at the same time.

Code 2

This code helps Predator, Alien or Marine players. At the main game screen, press **PAUSE**, **OPTION**, 6, then 1+3 at the same time, then punch in the following code: **B, A, 9, A, 9, A, *, OPTION, 6, #, *, *, OPTION, 2, OPTION**. This gives you all the functions listed for Code 1, but the main function of Code 2 is that you will never run out of energy or ammo as the bars will replenish themselves as long as you have something from the start. This means that if you don't have any smart-gun ammo when you activate the cheat you still won't have any once it's turned on, at which point you must use the ammo replenish function as described in Code 1. Other changes are as follows:

OPTION+A raises you a level in the base. **OPTION+B** lowers you a level in the base. **OPTION+5** toggles Cheat Mode on and off.

BUBSY IN FRACTURED FURRY TALES

Passwords

Level 2—392652
Level 3—458227
Level 4—958936
Level 5—739294
Level 6—184792
Level 7—812615
Level 8—781367
Level 9—126712
Level 10—236721
Level 11—673167
Level 12—792323
Level 13—672328
Level 14—782389
Level 15—672345

CLUB DRIVE

Secret Stage

Choose the "World" option; at the map screen, press 2 and 4 on the

keypad. When you return to the main menu, you'll see a new world called "Planet Todd."

Change Camera Angle

During the game, press 6 and 8 on the keypad to get three rows of debug numbers in the corner of the screen. Now try pressing different numbers on the keypad to get different camera angles.

DOOM

"God Mode" (Invincibility)

Start the game and press the **PAUSE** button. Hold down the star button (*) and press **PAUSE** again. You'll see your character's eyes turn yellow, indicating that you are invincible.

Full Power-Up Charge

Start the game and press the **PAUSE** button. Hold down the pound button (#) and press **PAUSE** again. You now have full health, armor, keys, weapons and ammo.

Level Warps

To skip levels, start the game and press the **PAUSE** button. Then hold down the appropriate buttons as shown below to warp instantly to any level you choose.

Area 1: Hold **C+1** and unpause

Area 2: Hold **C+2** and unpause

Area 3: Hold **C+3** and unpause

Area 4: Hold **C+4** and unpause

Area 5: Hold **C+5** and unpause

Area 6: Hold **C+6** and unpause

Area 7: Hold **C+7** and unpause

Area 8: Hold **C+8** and unpause

Area 9: Hold **C+9** and unpause

Area 10: Hold **A** and unpause

Area 11: Hold **A+1** and unpause

Area 12: Hold **A+2** and unpause

Area 13: Hold **A+3** and unpause

Area 14: Hold **A+4** and unpause

Area 15: Hold **A+5** and unpause

Area 16: Hold **A+6** and unpause

Area 17: Hold **A+7** and unpause

Area 18: Hold **A+8** and unpause

Area 19: Hold **A+9** and unpause

Area 20: Hold **B** and unpause

Area 21: Hold **B+1** and unpause

Area 22: Hold **B+2** and unpause

Area 23: Hold **B+3** and unpause

Area 24: Hold **B+4** and unpause

EVOLUTION: DINO DUDES

Turn Off the Timer

At the password screen, press <AC> to clear out the password and enter **TIME STANDS**. Press <OK> and you'll hear a thunderclap to indicate that you entered the first password correctly. Press <AC> again to clear out the password and enter **STILL FOREVER**. Press <OK> and you hear a belch to indicate that the timer has been deactivated.

Infinite Dino Dudes

This code is entered in the same way as the timer cheat. At the password screen, press <AC>, enter **ONCE DEAD**, and press <OK>. After the thunderclap, press <AC>, enter **TWICE BORN** and press <OK> to hear the belch. You now have infinite Dino Dudes.

Passwords

Level 10: **HARD ROCK**
Level 20: **LOG PLUME**
Level 30: **TRIBAL DANCE**

Level 40: **SOUR BELLY**

Level 50: **FREE WHEELING**

Level 60: **SCHOOL ZONE**

Level 70: **NEVER READY**

Level 80: **SPACE TO LET**

HOVER STRIKE

Night Missions

Press **Up+A+B+C+7** simultaneously at any time during gameplay to turn the current stage into a night mission.

Secret Codes

Each of the following codes works at the Mission Select screen.

Rotate the globe: Press 4 or 6

Jump ahead one level: Press **2+4+6+7+8+9** simultaneously

Extra Lives: Press **3+6+9+#** simultaneously

Alternate graphics for external monitor view: Press **C+Right+1+4+5**

Invincibility: Press **3+4+6+7+Down**

Secret Bonus Mission Level 1: Press **2+3+6+Up**

Secret Bonus Mission Level 2: Press **2+6+7+8+Down**

Secret Bonus Mission Level 3: Press **3+5+6+Right**

Secret Bonus Mission Level 4: Press **2+5+6+Up**

Secret Bonus Mission Level 5: Press **3+4+6+7+Down**

Note: To access a secret bonus mission, enter the code, then cycle through the available missions until you see a photo of the game's development team.

IRON SOLDIER

Insane Mode

Press 6, 8, 2, 4 at the Options screen. Now there's a new difficulty setting called "Insane."

Unlimited Firepower

Press 2, 7, 2, 8, 3, 7 at the Options screen.

Stage Select/Weapon Select

Press 3, 7, 6, 6, 8, 2, 4, 2 at the Options screen, then start the game. Now you can choose any level and arm yourself with any weapon.

KASUMI NINJA

Death Moves

Note—All death moves are performed while close to your opponent except for Danja, who must be standing far away.

Alaric: **Right, Left, Right, B**

Chagi: **Right, Left, Right, A**

Angus MacGreggor: **Right, Left, Down**

Danja: **Up, Up, Left**

Senzo: **Up, Down**

Habaki: **Left, Up**

Pakawa: **Right, Down, Right, Left, Up, Down**

Thundra: **Up, Up, Right**

TEMPEST 2000

Level Skip

This trick works in all of the solo Tempest modes: Traditional Tempest, Tempest Plus and Tempest 2000. At the Game Selection menu, choose which version of the game you want to play by placing the cursor next to the correct option. Start the game by holding down 1, 4, 7 and * on the numeric keypad and pressing A. If you've done it right, you will hear a

slowed down version of the "Excellent" menu prompt. Once the code is in place, you can skip a level at any time during the game simply by pressing the **OPTION** button!

Bonus Stage Warp

First choose the *Tempest 2000* mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press **OPTION**, hit the 3 and 6 keys simultaneously on the numeric keypad. If you've done this correctly, the words "Warp Enabled" will appear on the screen. Now press **OPTION** and you will warp to the next between-round bonus level.

WOLFENSTEIN 3-D

Music Test

Press the # key on the control pad while the sphere is rotating before the title screen.

Level Select

Put the star next to "New Game" at the main menu screen and hold the 1, 3, 7 and 9 buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.

Invincibility

Enter 4, 6, 6, 8 to become invincible. You'll see a gold band appear around B.J.'s on-screen health head. Repeat this code to turn it off.

Finish and Restart Level

Type 4, 6, 9, 6 to end the current level and restart at the beginning.

Level Skip

Type 4, 7, 8, 6 to finish the level you are on and skip to the next stage.

Debug

Type 4, 8, 8, 7 to see the programmers' debugging coordinates on the screen. Type the code again to turn them off.

Full Weapons, Ammo, and Keys

Type 4, 9, 9, 6 and you will get the big guns, ammo, and keys.

ZOOL 2

Skip to Blueberry Hill Stage

Press 7, 7, 7, 4, 9 at the options screen.

Skip to Tooting Common Stage

Press 8, 8, 5, 6, 3 at the options screen.

Skip to Snaking Pass Stage

Press 3, 3, 6, 6, 6 at the options screen.

Skip to Mount Ices Stage

Press 1, 1, 9, 6, 8 at the options screen.

Skip to Mental Blockage Stage

Press 9, 1, 2, 6, 6 at the options screen.

Make the Bonus Round Appear After Every Level

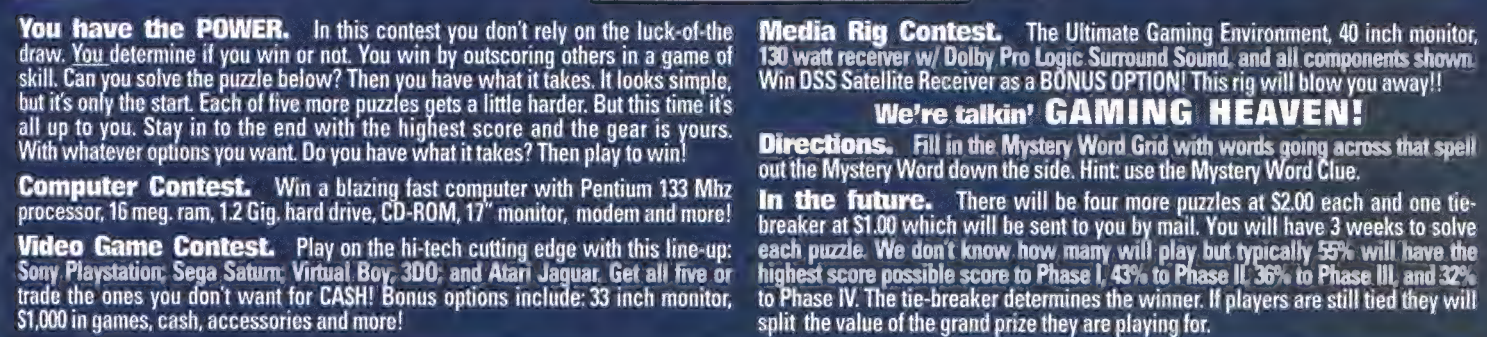
Press 3, 1, 8, 6, 7 at the options screen.

Invincibility

Press 1, 1, 2, 7, 5 at the options screen.

99 Lives

Press 3, 1, 9, 6, 5 at the options screen.



	H				M Y S T E R Y _____ _____ _____ _____ _____	
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CLIP AND MAIL

BURNING SOLDIER

Cheat Menu

At the Option menu—the one that says “Music Volume, Player Mode”, etc.—press **L+R+C+X+Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile (“None” means the enemies don’t shoot at you), Always Boss Clear (“Yes” means you automatically defeat each boss), Data Stream Jump (“Exist” means that you can skip between the different stages in each area by pressing **L** or **R** on Controller 2), Area Select Menu (a Stage Select), Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

CORPSE KILLER

Armor-Piercing Bullets and Datura Quests

If you call up the Cay Noir map and there aren’t any APB or Datura quests, just flip between the “Satlink Map” and “Datapod Info” icons until the “APB Quest” and “Datura Quest” icons appear.

Extra Datura Bullet

If you don’t have any Datura bullets, if you’re in trouble if a Strawman or Reaper appears, because they can’t be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don’t waste it.

DEMOLITION MAN

Blood Code

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

Stage Select

Pause the game on any level, then press **L, A, Up, Down, R, Up**. The passcode box on the paused screen will change to read “#PWR” to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the password box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there. Check out the bonus VRGN levels that do not appear in the game; they take place in the offices of Virgin Games. Other choices at the stage-select menu include:

GMOVER—see the FMV footage for a losing game
GMWNNR—see the “good” ending
SCORS—high-score screen
CRDTS—see the end-game credits
LSTNG#BTH—the game’s sound test menu
LOGOS—reset the machine

FIFA INTERNATIONAL SOCCER

Cheat Codes

Each of the following codes should be entered with the **A, B, C, L** and **R** buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again:

Invisible Walls: **A, B, B, A, C, A, B, A, B, A**
 Crazy Bounce: **L, A, B, A, R, R, A, C, C, A**
 Laser Ball: **L, A, C, R, B, A, L, L**
 Giant Player: **B, A, B, A, R, B, A, B, A, R**
 Big Ball: **B, C, B, A, L, L, A, B, A, L, L**
 Metallic Men: **B, A, R, C, L, B, A, B, A**
 Beefcake Mode (shirtless players): **R, A, L, B, A, C, L, A, B, A**
 Radical Curve: **C, A, R, C, A, B, R, A, B, L**
 Brute Mode: **R, A, B, B, A, C, L, L, B, A, C, L**
 Hot Potato: **C, R, A, B, B, R, L, A, B, A, B, B, R**

FLYING NIGHTMARES

Invincibility

Save a game under the name “BRICK-

MODE”, then load this saved game. Start playing, then press the **L** and **R** buttons simultaneously. With this cheat in place, your jet can still lose its Heads-Up Display, but you can’t be shot down.

GEX

Free Power-Ups

Most of the power-up items in Gex can be activated on demand, whenever you need them. To use these cheats, just press the **P** button to pause the game, then hold the **R** button and enter the code.

- **Blue Firefly** (ice balls): Pause, hold the **R** button and press **Left, C, Down, B, Left, Up, Right, B, A, Left, Left, Down**.
- **Red Firefly** (fire balls): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Down, B, A, Left, Left, Down**.
- **Yellow Firefly** (electricity): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Left**.
- **Grasshopper** (jump higher): Pause, hold the **R** button and press **Left, C, Down, Right, Up, B, B, Right, Right**.
- **Centipede** (run faster): Pause, hold the **R** button and press **Left, C, Down, Right, Up, Up, Right, Right**.
- **Caterpillar** (invincibility): Pause, hold the **R** button and press **Left, C, Down, Up, Up, C, Left, Right, Right**.

99 Lives

Press the **P** button to pause the game, then hold the **R** button and press **Left, C, Down, Down, Right, A, C, Up, Left, A**.

Stage Select

You must be at a map screen for this trick to work. At any map screen, press **P** to pause, then hold the **R** button and press **Left, C, Down, Left, Right, Right, Up, Right, Right**. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn’t make it into the final game.

GRIDDERS

Level 25 Code

At the options menu, highlight the **EXIT** option and hold the **X** button. Press **L, A, X** (you have to release the **X** button and then press it again). Now you can practice on the secret level 25 (Telepods).

Practice any Level

At the options menu, highlight **EXIT** and hold **X**. Press **B, A, R, X** (as you did for level 25). Now you can practice any level.

Level Skip

At the options menu, highlight **EXIT** and hold **X**. Press **P, A, R, A, L, L, A, X** (as in the other cheats). Then, start a new game and press one of the following button combinations:

- Press **R+A** to skip ahead one level
- Press **R+B** to skip ahead five levels
- Press **R+C** to skip ahead ten levels
- Press **R+L** to skip back one level.

GUARDIAN WAR

Cheat Menu

Start a new game, or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the **L, R**, and **C** buttons one after another. The flags should stop flapping. Now press **Up, Down, Left, Right** and a Japanese-text menu appears. Here’s what each of the 14 options does, from top to bottom:

- **Load Game**: Load a saved game or start a new game.
- **Equip**: Examine and equip characters, similar to the Equipment option on the regular menu.
- **Shop**: Enter a shop where you can buy and sell EVERY item, piece of equipment and body in the game.
- **Gems +10000**: Increases your Gem total by 10,000. Can be used repeatedly to give yourself loads of dough.

• **No Battles**: Prevents enemies from attacking you, although you can’t attack them either. Can be toggled on and off.

• **Coordinates**: Shows you **X** and **Y** coordinates of your location when in a location, and also your “coordinates” on the main map. Can be toggled on and off.

• **Free Movement**: You can walk to (almost) any location on the map without clearing previous locations of enemies. Can be toggled on and off.

• **All Attacks**: You can use all weapon and magic attacks during battle by choosing from a massive menu. Can be toggled on and off.

• **God Mode**: You don’t lose any HP or MP during battle. Can be toggled on and off.

• **Map Detail**: Gives you a mind-numbing amount of detail when examining the map of a location.

• **???**: Unknown.

• **???**: Unknown.

• **Basic +1**: Increases the basic level of the currently selected Golem by 1.

• **Class +1**: Increases the class level of the currently selected body or sub-body by 1.

THE HORDE

Cheat Codes

The cheat mode works by spelling out words with the 3DO controller. There are six letters: **U** (Up on the control pad), **D** (Down), **L** (Left), **R** (Right), **O** (Button A) and **T** (Button B).

To enter the cheat mode, start the game, then hold **Up** on the control pad and hold down the **A** and **B** button before pausing the game. While paused, spell out one of the following words, then unpauses to activate the cheat.

DOLLDOOR (Down, A, Left, Left, Down, A, A, Right): You immediately finish the current habitat and return to the castle.

LOOTLORD (Left, A, A, B, Left, A, Right, Down): You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game.

LOUDTOOT (Left, A, Up, Down, B, A, A, B): The entire map of the current habitat is revealed.

ODDROD (A, Down, Down, Right, A, Down): This cheat allows you to continue playing even if the entire village is destroyed.

ROLLOUT (Right, A, Left, Left, A, Up, B): Watch all of the full-motion video sequences in the game, one after another.

TROLLDROOL (B, Right, A, Left, Left, Down, Right, A, A, Left): All items and weapons in the game become available for purchase.

TROT (B, Right, A, B): Chauncey runs around the map twice as fast as normal, as if he’s using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.

TURDODOR (B, Up, Right, Down, A, Down, A, Right): Chauncey becomes invulnerable to damage.

JAMMIT

Special Passwords

Use the following passwords with Roxy to access different options:

DKRBNNS: 2 Hot
STPKRNR: Poison
SSNHVDN: Frenzy
JNFRBCN: In 2 it
LRNCHLS: Sweat
PLWRHDS: Slams Only
STWSPKN: Cutthroat
BBSKNNR: Boss

JOHN MADDEN FOOTBALL

Giant and Midget Refs

While playing, pause the game and press **Right, Down, Left, Up, Right, Down**. You’ll hear the referee’s whistle blow, signaling his newfound physique. When you continue the

game, you’ll find that the ref has become a giant!

To make the referee small, pause the game and press **Left, Down, Right, Up, Left, Down, Right**. When you hear the whistle, you’ll have a midget ref.

MAD DOG MCCREE

Pause/Continue Trick

If you get shot by a bad guy, quickly press the **PLAY** button, then click on the **CONTINUE** option. You’ll reenter the game at a point just before the bad guy who shot you.

MAZE

Power-Up Codes

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows:

- Press **C, A, B, A, B** to start the stage with one Super Shield.
- Press **B, A, C, C, B, A** to start the stage with 30 rounds of Triple Attack power.
- Press **B, C, A, C, A, C** to start the stage with 30 rounds of Rapid Fire power.

These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.

Ultra Power-Up

As above, before the start of each level—when the full-screen photo of the current stage name is on the screen—press **A, C, C, A, B, B**. You’ll start the game with a full power-up of all normal abilities except for Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.

Blood Feud

Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press **A, A, C, A, B**. The words “BLOOD FEUD” will appear on the screen. In this mode, the object is to compete with the other player; the last player alive wins the match and gets the points for the “Boss Kill” for a normal level. After the initial three drones are destroyed, no additional enemies will appear, and the boss will not be launched. Each round lasts 45 seconds; if time runs out, both players lose a life. A new round begins each time a player is killed until one of the players has no lives remaining.

Be the Boss

Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press **C, B, B, A, A, C** on Controller 2. The words “P2 BE THE BOSS” will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you’ll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the **C** button. Best of all, when the boss appears, Player 2 will be controlling it. This code will also work with Controller 1 if you start a one-player game with Controller 2.

Secret Option Menu

During Mazer’s full-motion video demonstration mode, press and hold the **L** and **C** buttons on Controller 1. You’ll jump to a secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.

THE NEED FOR SPEED

Practice Mode

At the Options menu, highlight “Skill Level” and quickly press **X, R, A, L** in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done extremely fast. The “Skill Level” indicator will

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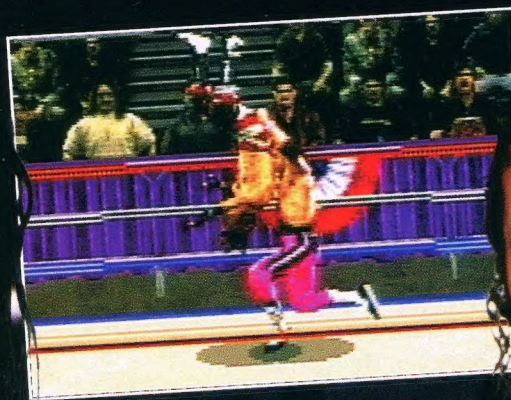
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